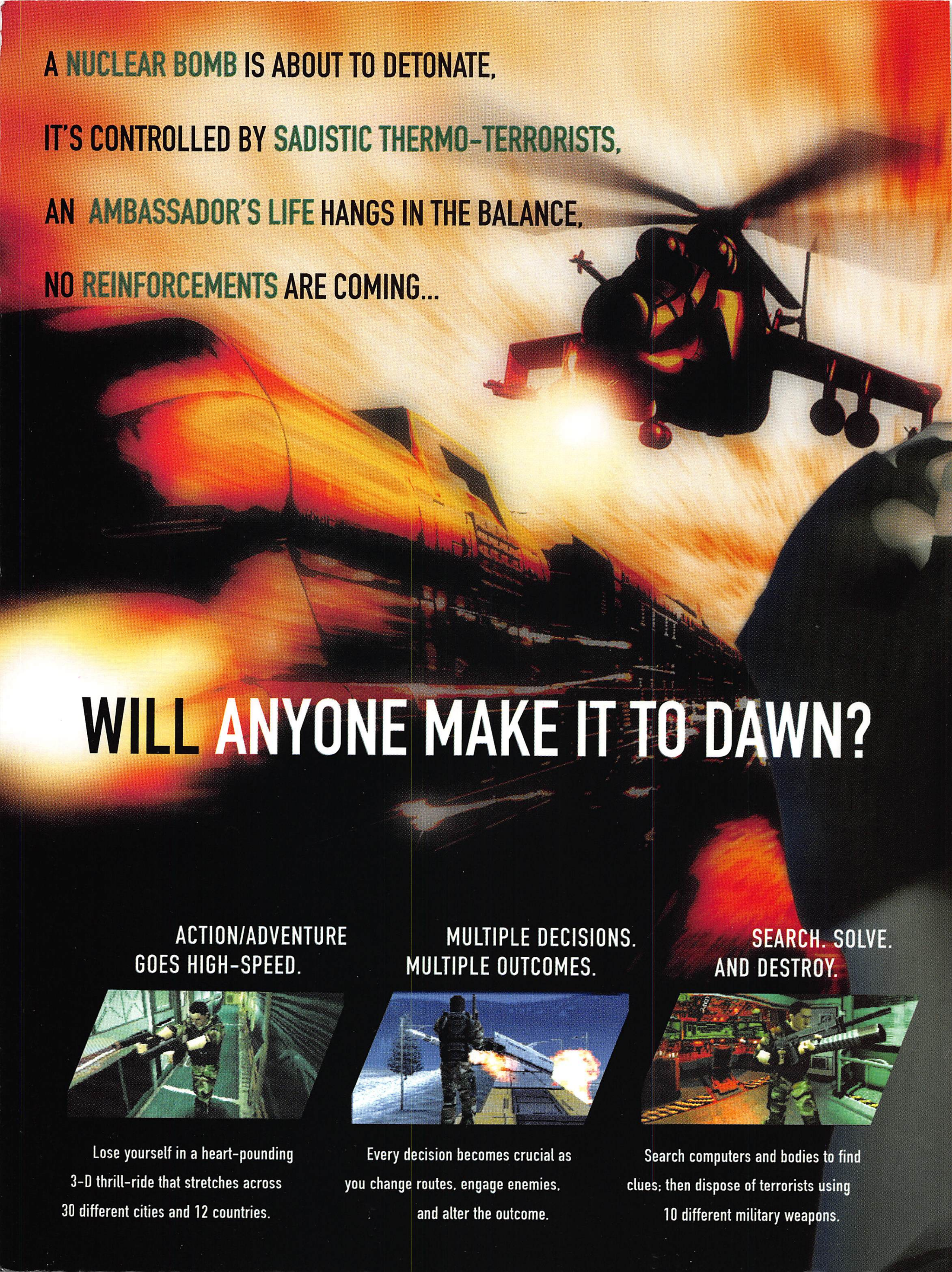
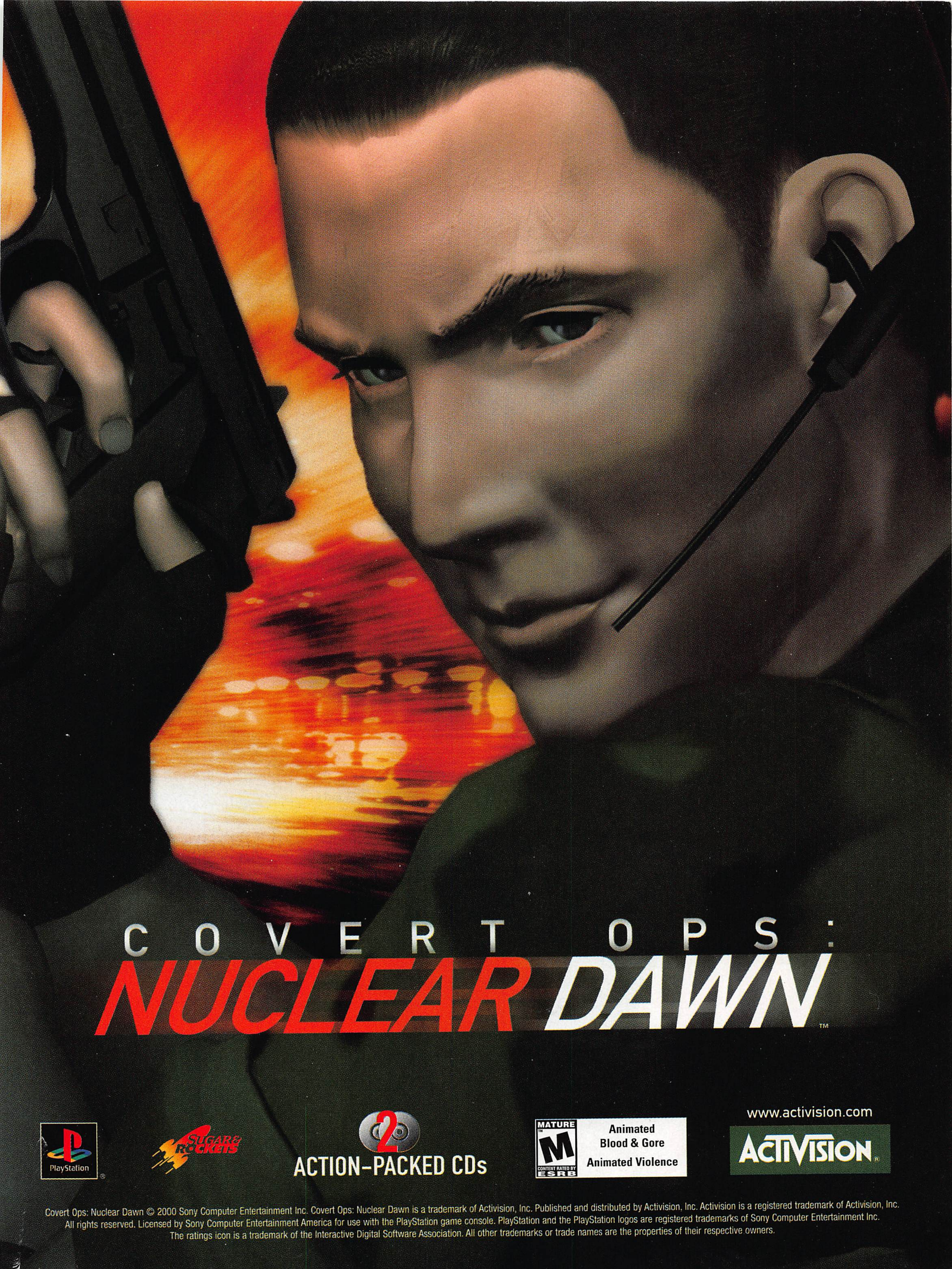
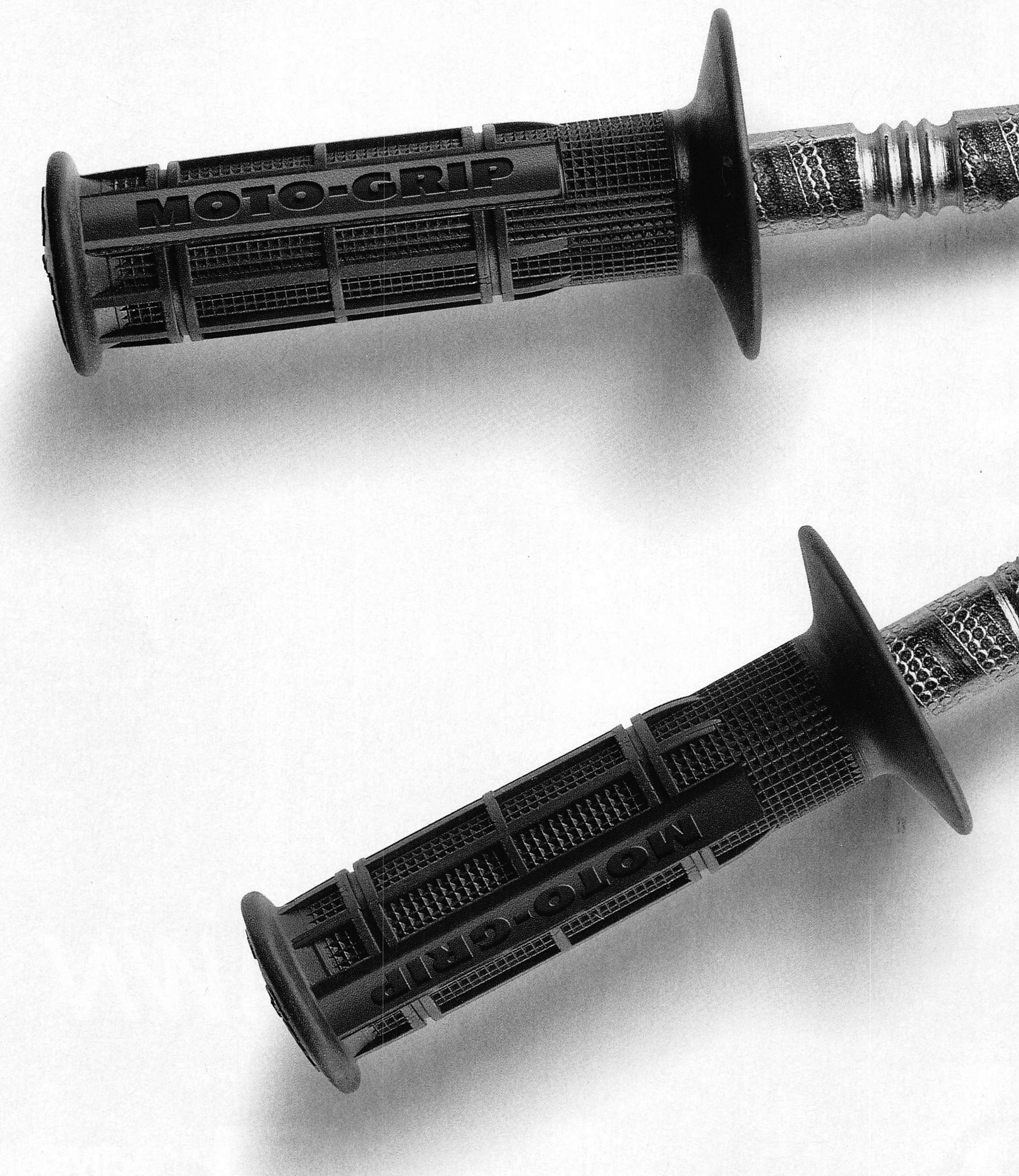
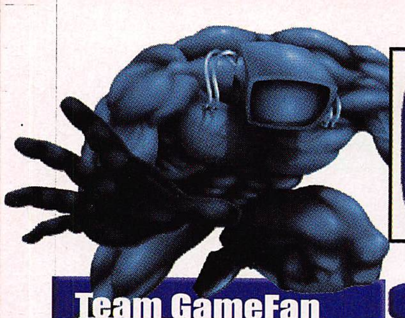

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GAMEFAN

ED ZONE

By the time you read this, E3 will be but a distant memory... something to look back on with fond (or not so fond, as the case may be) thoughts. In this issue, you'll find the most comprehensive coverage of the show, both online and off, as well as our picks for the games you'll most likely want to start scraping that hard-earned cash together for later in the annum. Be sure to check it out (as if you could miss it). Now, on to more disheartening (?) items...

There are two things I took with me as I left the show floor of E3 2K. The first was Sega's spectacular showing, which was made bittersweet by the simple fact that third parties at the event were seemingly unfazed by such an amazing outing. The second was the stark, stunning realization that most of the people that work on the games we play don't actually make it their business to **play** games.

Of the former: Despite the overwhelming opinion that Sega stole the show, it's become obvious that the majority of independent developers are ready to do what they can to bring about the demise of the Dreamcast. I spoke to a large number of 'bigwigs' from most of the major third-party publishers, and while they had to admit that Sega was still exhibiting some life (go figure, after selling about 2.5 million Dreamcasts), the publishers had virtually no plans for the machine beyond Christmas 2000—and the few that did planned to rely on ports of Japanese titles. Of course, someone should probably tell them that the Japanese market for the Dreamcast is somewhere between 'critical but stable condition' (best case) and 'dead as a doornail' (worst case)... The sad fact is that the companies that **do** stick around will make some nice cash, and the others will spend millions of dollars developing titles for the PS2 and kill themselves doing it <sigh>. The old adage "it's better to be a big fish in a small pond" suddenly comes to mind...

So, Earth to third parties!? There's still time to change your misbegotten ways. I realize that, yes, the PS2 **will** sell alarmingly well, but there's still more than a little life left in Sega. Besides, does anybody really think that a company that's giving away its product (à la Sega.Net) is actually going away anytime soon? Methinks these folks have forgotten what country we live in...

As for the sickening, gut wrenching, startling realization that seemingly 75% of console developers aren't gamers, well, is anybody really surprised? It's like something you've always known to be true, but constantly push to the back of your mind in the hopes that you'll never realize it. Sadly, that time has come to an end for me.

It does explain a few things, though, doesn't it? I mean there really aren't enough gamers with programming, artistic, design and production skills to go around, right? With the staggering success of the PlayStation, companies have had to comb 'talent' from any available nook or cranny just to get product out there. But is that a good idea? I'm not saying that anybody that plays games regularly or 'hardcore' has what it takes to be successful in game development, but I'm thinking that if even half the development community played games regularly, we'd be privy to a lot more solid gaming experiences and a lot less junk.

And how do I know that the people behind so many of the games featured at E3 don't play games? Simple. Every time I approached a developer on the show floor, listened to their (producers, designers, etc.) spiels and said something as simple as "Gee, that's great... kind of like in *x* game," the reaction, more often than not, was a blank stare, a dry throat and a generally confused look. Then, they composed themselves and asked, "Who did *x* game, and when did it come out?" Of course, I gladly supplied the answers, and watched them scamper off to the next meeting, confident that, at the very least, I inspired them to wonder why everyone else looked so bored during their presentations. After all, 80% (at least) of the stuff at the show was a rehash of a rehash... and generally not a good one, at that.

Anyway, now that I have that off of my chest, I'd just like to ramble for a few moments about some of the improvements we'll be implementing in GameFan in the coming months. Since you've demanded it, we'll be expanding the Graveyard section of the magazine (focusing as much on 'classics' prior to 1990 as after), AnimeFan (provided I can convince Shidoshi), and we'll bring you even more of the scoops you know and love.

EM
Editorial Director
Eric Mylonas

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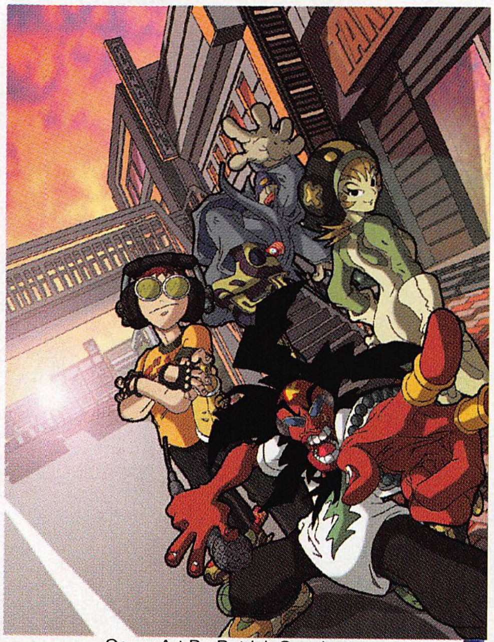
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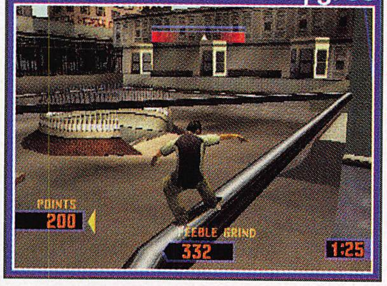
Volume 8, Issue 8 August 2000

COVER STORY



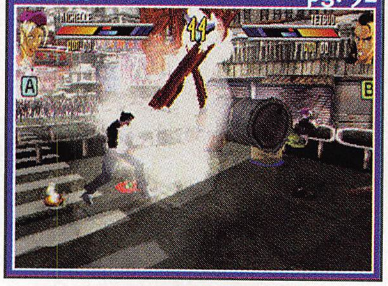
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GAME INDEX



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TOP TEN MOST WANTED

August 2000

Metal Gear Solid 2

Publisher: Konami



Reader's Top Ten

1) Vagrant Story - PS
2) Tony Hawk - DC
3) Syphon Filter 2 - PS
4) RE: Copde Veronica - DC
5) Excitebike 64 - N64
6) Wild Arms 2 - PS
7) WWF Smackdown - PS
8) Tony Hawk - N64
9) DOA 2 - DC
10) NFL2K - DC

Vagrant Story



Reader's Most Wanted

1) Metal Gear Solid 2 - PS2
2) Sonic Adventure 2 - DC
3) Tony Hawk Pro Skater 2 - PS
4) Jet Grind Radio - DC
5) Phantasy Star Online - DC
6) Z.O.E. - PS2
7) Tekken Tag Tourn. - PS2
8) WWF Royal Rumble - DC
9) Quake 3 - DC
10) Zelda: Majora's Mask - N64

GameFan Editors' Top Ten

*Import Title



1) Mario Tennis - N64
2) ESPrade* - Arcade
3) Lunar: Eternal Blue - PS
4) Jet Grind Radio - DC
5) Mars Matrix - Arcade
6) SSX - PS2
7) Resident Evil Zero - N64
8) Grandia 2 - DC
9) Undead Line* - MD
10) Dynasty Warriors 2 - PS2



1) Worms Armageddon - DC
2) Jet Grind Radio - DC
3) Tekken Tag Tourn.* - PS2
4) U.F.C. - DC
5) Tokyo Xtreme Racer 2* - DC
6) Munch's Oddysee - PS2
7) Mario Tennis - N64
8) Ridge Racer V* - PS2
9) SF Alpha 2 - Arcade
10) Panzer Front* - DC



1) EverQuest - PC
2) Chu Chu Rocket - DC
3) Quake 3 - DC
4) Unreal Tournament - PC
5) Worms Armageddon - DC
6) Tony Hawk 2 - PS
7) Monster Rancher BC - PS
8) MediEvil 2 - PS
9) Tekken Tag Tourn.* - PS2
10) NCAA Football 2001 - PS



1) Lunar: Siler Star - Sega CD
2) NFK2K1 - DC
3) Mars Matrix - Arcade
4) Samba de Amigo* - DC
5) RE: Code Veronica - DC
6) Mario Tennis - N64
7) Grandia 2 - DC
8) Dragon Quest VII* - PS
9) RPG Maker - PS
10) Skate Or Die - C64



1) Perfect Dark - N64
2) Onimusha - PS2
3) SF3 Third Strike - DC
4) Canno Spike - Arcade
5) Outtrigger - DC
6) U.F.C. - DC
7) Strider 2 - PS
8) Dynasty Warriors 2 - PS2
9) Tekken Tag Tourn.* - PS2
10) Capcom Vs. SNK - Arcade



1) Vagrant Story - PS
2) Perfect Dark - N64
3) Tekken Tag Tourn.* - PS2
4) Ridge Racer V* - PS2
5) Excitebike 64 - N64
6) Samba de Amigo* - DC
7) Jet Grind Radio - DC
8) Shenmue - DC
9) Ray Crisis* - PS
10) Onimusha* - PS2

GameFan Editors' Top Ten Most Wanted



- Sonic Adventure 2 - DC
- Phantasy Star Online - PC
- Metal Gear Solid 2 - PS2
- Dynasty Warriors 2 - PS2
- SSX - PS2
- Mario Tennis - N64
- Mars Matrix - Arcade
- Resident Evil Zero - N64
- Zelda: Majora's Mask - N64
- Jet Grind Radio - DC

(In no particular order)

Developer's Top Ten

This Month's Guest:
Joby-Rome Otero
Art Director, *Sacrifice*, Shiny Entertainment

All Time Favorites:
1. *Doom* - PC
2. *Super Bomberman* - Saturn
3. *Starcraft* - PC
4. *Acrojet* - C64
5. *F-15 Strike Eagle* - C64
6. *Rastan* - Arcade
7. *Dig-Dug* - Arcade
8. *Donkey Kong* - Arcade
9. *Pitfall* - Atari 2600
10. *Kung Fu Master* - Arcade

Current Favorites:
1. *Unreal Tournament* - PC
2. *Quake 3* - PC
3. *Starcraft* - PC
4. *Moon Patrol* - Game Boy Color

Doom



Publisher: GT Interactive

Rankings are based mostly on the degree to which I hold fond memories of playing those games. This doesn't necessarily mean I think these are the best games ever.



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EDITOR ROUNDUP

E3 has come and gone, but its effects will still be felt for many months to come. As you can tell from our 60 some pages of coverage from the show floor this year, there was a lot to report, as well as a lot that impressed us and disappointed us... We asked each of the eds what he came away from E3 with this year...

ecm@gamefan.com



ECM

We were expecting our resident tournament champion ECM to come home with the gold in the *Soul Calibur* competition this year. But where was our hallowed hero when his name was being called? Over at Rockstar's booth, drowning his sorrows...

ghiggins@gamefan.com



THE JUDGE

The Judge was thrilled that a "little" company like Sega stole the show from a marketing giant like Sony. 'He loves rooting for the underdog... David vs. Goliath... 2D vs. 3D... The Judge vs. Eggo in *Worms Armageddon*... eh, can't wish for the impossible...

eggo@gamefan.com



EGGO

Eggo's highlight was sitting in on the world premiere of *Metal Gear Solid 2*, which took place the day before E3. Afterwards, many of the journalists were asking where the bathroom was (having soiled themselves) and saying, "Show's over, I can go home now..."

fury@gamefan.com



FURY

Fury loves them videos... *Metal Gear Solid 2*, *Sonic Adventure 2*, and *Phantasy Star Online*—if it was on video, he can't stop talking about it. On the bright side, if things ever turn sour for him in the video game industry, he can always get a job as a movie critic...

kodomo@gamefan.com



KODOMO

Kodomo is bitter... he constantly reminds us that he wasn't invited to the Sony party (he only missed Macy Gray... and Moby). But we think the real reason he's so upset is because he strained his neck looking UP at those Sega dancers for three days straight...



THE 6th MAN

The 6th Man went into E3 looking for a killer app for his PlayStation 2... and he came away with... *The Matrix*, the best selling PS2 title in Japan! Umm... what do you mean it's not a game? I guess he'll just have to champion *MGS2* if he likes movies...

THE ART DEPARTMENT

reubus@gamefan.com



REUBUS

Though he will mumble something about being impressed by *Gran Turismo 2000*, we know what Reubus really came away from E3 with. A greater appreciation of... *GameFan's* own... Laker Girls!

tao@gamefan.com



TAO

Tao's memories of E3? Constantly restocking *GameFan*'s booth with free magazines. Of course, with Sega's go-go dancers within easy viewing distance, it couldn't have been all that bad...

core@gamefan.com

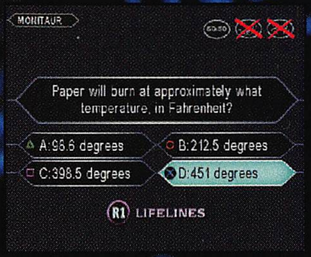


CORE

The reclusive Core was hard to spot at E3. We suspect he was either mullet-hunting, playing *Jet Grind Radio*, or slapping down all challengers in *Quake 3* on Dreamcast... including Killcreek!

PRODUCTIVITY KILLER OF THE MONTH

Who Wants To Be A Millionaire?



Height: n/a
Weight: n/a
Blood Type: A
Special Abilities:
"Is that your final answer!?"

You should all be familiar with the game show *Who Wants to be a Millionaire?*, which makes contestants answer questions while climbing a money ladder, till they get to the eventual goal of a $1,000,000 question. Since we weren't planning on covering Buena Vista Interactive's *Who Wants to be a Millionaire? 2nd Edition* in the magazine, we just popped it in for fun the other day...

Next thing we know, a crowd forms, and soon everyone wants a shot at winning a million virtual dollars (i.e., a pat on the back). With only the one controller to go around, something had to be done to narrow down the contestants. What did we come up with? ...Betting your way to the top. "Five bucks says I get to the $32,000 question!" "You're on!" Fifteen minutes later, one of us was five dollars richer. In the end, nobody ever won the $1,000,000... though the Judge came close. He was able to answer questions like "What is a balalaika?," but he didn't know how to spell "hygiene" and his lifeline friend gave him the wrong answer... doh!

This month in GameFan's BOX-O-FUN!

Ghaleon/Ted: The Quickening!



According to Working Designs' website, the Ghaleon Punching Puppet was inspired by a green dinosaur puppet from an unidentified game a while back. That game was *Primal Rage* for the 3DO, and that dinosaur was... Ted the boxing dinosaur! (No, that's not his official name, but that's what we called him) Three years ago, Ted terrorized the halls of GameFan. With his lethal arsenal of boxing moves (including the dreaded 1-2 punch), he knocked out many an editor and punched his way into our hearts. Now, a new punching puppet has hit the streets... and this cave's not big enough for the both of them...

"Sunday! Sunday!! Sunday!!! Prepare yourselves for the ultimate showdown in boxing puppet history! Reigning champion Ted 'The Hammer' boxing dinosaur puts his inter-office title on the line against the upstart Magical Emperor Ghaleon 'I-eat-green-dinosaurs-for-breakfast!' in a battle that won't soon be forgotten! Only Posty's cave is strong enough to handle a match of this magnitude, and the only way you can get tickets is if you mail in an entry to be Sausage of the Month now!!"

See! ...if Ted's still got what it takes to land the infamous 1-2 punch!

Groan! ...as these two gladiators trade vicious blows in a 12 round championship title fight... held in the hastily-constructed GF Octagon!

Cheer! ...for your favorite punching puppet in this battle royale! Order NOW!!! Only on Pay-per-view!!!

CHICKEN OF THE MONTH

Ghaleon Punching Puppet

With all the chicken being handed out at E3, you'd think it would be difficult selecting a single one to be Chicken of the Month, but that wasn't the case. Working Designs' promotional Ghaleon Punching Puppet is in a league of its own. Best of all, this is chicken that you can own! Simply pre-order *Lunar 2: Eternal Blue*, and you too will be the proud owner of a punching Ghaleon.

Considering our office is full of obnoxious gamers who like nothing better than to annoy others, the punching Ghaleon is a perfect way to both relieve stress and piss off your neighbors! Eggo immersed in the latest RPG? Time for a quick right hook to the back of the head! ECM caught up in that shooter? A quick left jab oughta shake his concentration! Fury on the phone trying to get back with his ex-girlfriend just for tonight? ...ahh, even a 1-2 special couldn't get his attention. That boy's beyond hope...

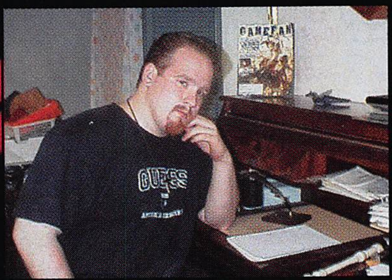




SAUSAGE OF THE MONTH



Keith C. Smith is our pick for Sausage of the Month. This Sausage Supreme demonstrated his hard-core craziness by sending us a 3,716 word poem entitled *My Brothers*, which recapped some of the greatest role-playing games out there: *Final Fantasy II, III, VII, Tactics, VIII, Chrono Trigger, Lunar 1+2, and Suikoden.* Unfortunately, we don't have the room to publish his entire novel (besides, we know you just want to get to the E3 coverage anyway), but for a sample of *My Brothers*, check out Posty at the back of the issue. This lengthy poem is moving enough to make any hardened RPG fan cry, and if Prince Edward the Bard saw it, he'd surely hide in shame, as his singing skills are far surpassed by... <cue fanfare> The Bard of Brooklyn! (and the crowd goes wild!)



Think you're hard-core enough to be published in GameFan? Then just mail Posty your picture and sausage story, detailing why you want to be Sausage of the Month (the address is in our letters section)!

VIEWPOINT



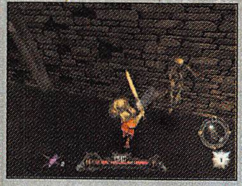








G — Graphics
C — Control
P — Play Mechanics
M — Music
O — Originality



Draconus
Dreamcast
Crave
Adventure
Reviewed page 86

ECM: Never thought I'd see the day that I'd recommend *Berserk* over another hack-'n-slash (even if *Draconus* pretends to be somewhat RPG-like). While there were a lot of good ideas behind *Draconus*, the overall execution screams 1st generation... which would be forgiveable if the game played solidly. Unfortunately, the clumsy controls, slow animation, and agitating voice acting all conspire to drag this one down notch after notch. Still, it's better than *Soul Fighter*.

G 6 C 4 P 4 M 7 O 7 — **57**

Eggo: "Mediocre" is too kind a word for *Draconus*. The visuals are decent, but the control is clunky and a bit sluggish... and in a hack-and-slash game, control is most important. I like the fact that George Takei is still finding work as a voice actor, but that doesn't salvage this title at all. Slowdown and a general lack-of-fun drag this one down from the ranks of even a rental. I'd rather play *Legacy of Kain: Blood Omen* on PS2 (faster loading times) over this...

G 7 C 4 P 5 M 7 O 7 — **59**

Fury: After writing the *Draconus* preview a few issues back, I prayed ECM would spare me the task of reviewing this completely mediocre Dreamcast game. While *Draconus* has decent visuals and a fantasy setting that will captivate some, Crave has honestly produced another run of the mill beat-'em-up game. What's that, the game has leveling up, eh? Well, *Zombie Revenge* has huge drills and exploding carcasses. *Berserk* would be a wiser purchase.

G 8 C 6 P 5 M 7 O 6 — **60**



Grind Session
PlayStation
SCEA
Skateboarding
Reviewed page 88

ECM: All right, I'll spare you the "What happened to *Slip Groove*" rant and simply say this: Why in the world does a developer feel the need to clone every aspect of one of the most successful games in recent memory and then publish it scant months before the already-amazing sequel to that game hits shelves? I suppose it simply comes down to the fact that, while *GS* is decent, it coulda been a contender if it had come out **before** *THPS*.

G 7 C 7 P 7 M 5 O 3 — **70**

Eggo: Everything about this game is second best compared to *Tony Hawk Pro Skater*. That million-seller developed by the Neverhood still has better graphics (a more solid engine), similar gameplay, and better music than this one, even though it came out first. Plus, the skaters in *THPS* are more recognizable. Don't be fooled by Sony's extravagant marketing efforts either. There's no room for second best... unless we're talking *THPS2*.

G 6 C 7 P 8 M 6 O 5 — **79**

Kodomo: *Grind Session* has the unfortunate timing of arriving after *THPS*, and until someone seriously challenges that game, everything else is a pretender to the throne. Sure, there are some cool new ideas buried within (like the balance meter), but it doesn't feel as solid or as good as *THPS*. If you're looking for something that's close to the king with different features and options, this is the game for you. But if you want the best skateboarding game...

G 8 C 7 P 8 M 8 O 8 — **80**



Rhapsody
PlayStation
Atlus
Role-playing
Reviewed page 90

ECM: I'll always have a soft spot for hand drawn games, and such is the case with Atlus' latest. While it isn't going to revolutionize the RPG genre, it's good solid fun, with a candy-coated twist. The beatifully drawn, pastel-colored visuals and amazing care taken with the musical score ensure that the production values more than cut it in the 3D age. As far as the story goes, if you can't tolerate super-deformed anime chicks, look elsewhere... for the rest, it's good fun.

G 8 C 7 P 7 M 8 O 8 — **81**

Eggo: Atlus is now fully into 'hit or miss' mode. While *Thousand Arms* was one of last year's best RPGs, *Rhapsody* is a whole different thing. Quite simply, it's probably the best example of a niche game to date. While the *Tactics* style battles are fine, the combination of annoying music and 'so cute I'd like to kill them' characters did not agree with me. RPGs are a serious category, and how any human can stomach this for days is a mystery to me.

G 6 C 7 P 5 M 3 O 7 — **65**

Fury: *Maken-X* good, *Rhapsody*... not so good. This, my friends, is not what I'd call a "Real Man's" RPG. In some hyper-fruity alternate reality (probably the one Shidoshi calls his everyday life), this is definitely the ideal role-playing experience. It's got super-cute characters singing painfully sweet Disney-esque musical numbers. Good for your sister, good for your girlfriend, and apparently good for resident "Sensitive Man," Eggo. I'll pass.

G 5 C 7 P 6 M 2 O 9 — **58**



RPG Maker
PlayStation
Agetec
Role-playing
Reviewed page 91

ECM: Now here's something I could care less about: a make-your-own-RPG game. Now I'm sure something like this would work much better on a PC (which it probably does... in Japan), but the cumbersome controls and the headache-inducing menu-maneuvering stymied any enjoyment I could possibly derive from this one. Sure, Eggo's *GameFan vs. Those Other Mags* RPG is pretty cool, but he's got LOTS of time on his hands.

G 6 C 4 P 4 M 6 O 9 — **65**

Kodomo: Eggo has kept this game out of my hands, and for good reason. If the complaints of my laziness were high before, *RPG Maker* will make them skyrocket. With a generous library of options to choose from and, theoretically, thousands of combinations to peruse through, it's not tough to appreciate the genius of a game that lets you make a game, then save to memory cards and play. Be warned though, this will eat time like nothing else.

G 7 C 9 P 9 M 8 O 9 — **89**

Fury: A few days ago when work ended and Eggo stayed after-hours to painstakingly craft his own RPG, I instantly knew that this was not the game for me. I, like some gamers, need instant gratification, and in *RPG Maker* you will definitely not find that. But if you're an RPG fanatic who constantly holds issues with the way things are done in your favorite games, here's your opportunity to make good on all those nasty criticisms.

G 5 C 7 P 7 M 6 O 10 — **79**



Gekido
PlayStation
Interplay
Beat-'Em-Up
Reviewed page 92

ECM: Oh how I long for something (anything?) to even briefly remind me of the might of *Streets of Rage 2* or *Final Fight*, it's not going to happen with *Gekido*. While it's a fairly enjoyable game, it never reaches the hoary heights that its old school predecessors did. It looks good, plays OK (damn the slow turnaround speed) and is much better than *Fighting Force*, but that still only leaves it as a roughly average game. If you have to have a new beat-'em-up...

G 7 C 6 P 6 M 5 O 5 — **75**

Eggo: Now, *Gekido* is mediocre material. I'm giving it the above average score for the heavy metal musical score. The graphics are decent (although I wish the engine were better), the action is fast-paced and furious, and there are a ton of combos/moves to memorize. It's sad that modern day beat-'em-ups (32-bit and higher) don't have the strategy, depth, and fun of a *Streets of Rage 2*, but at least it's better than *Fighting Force*...

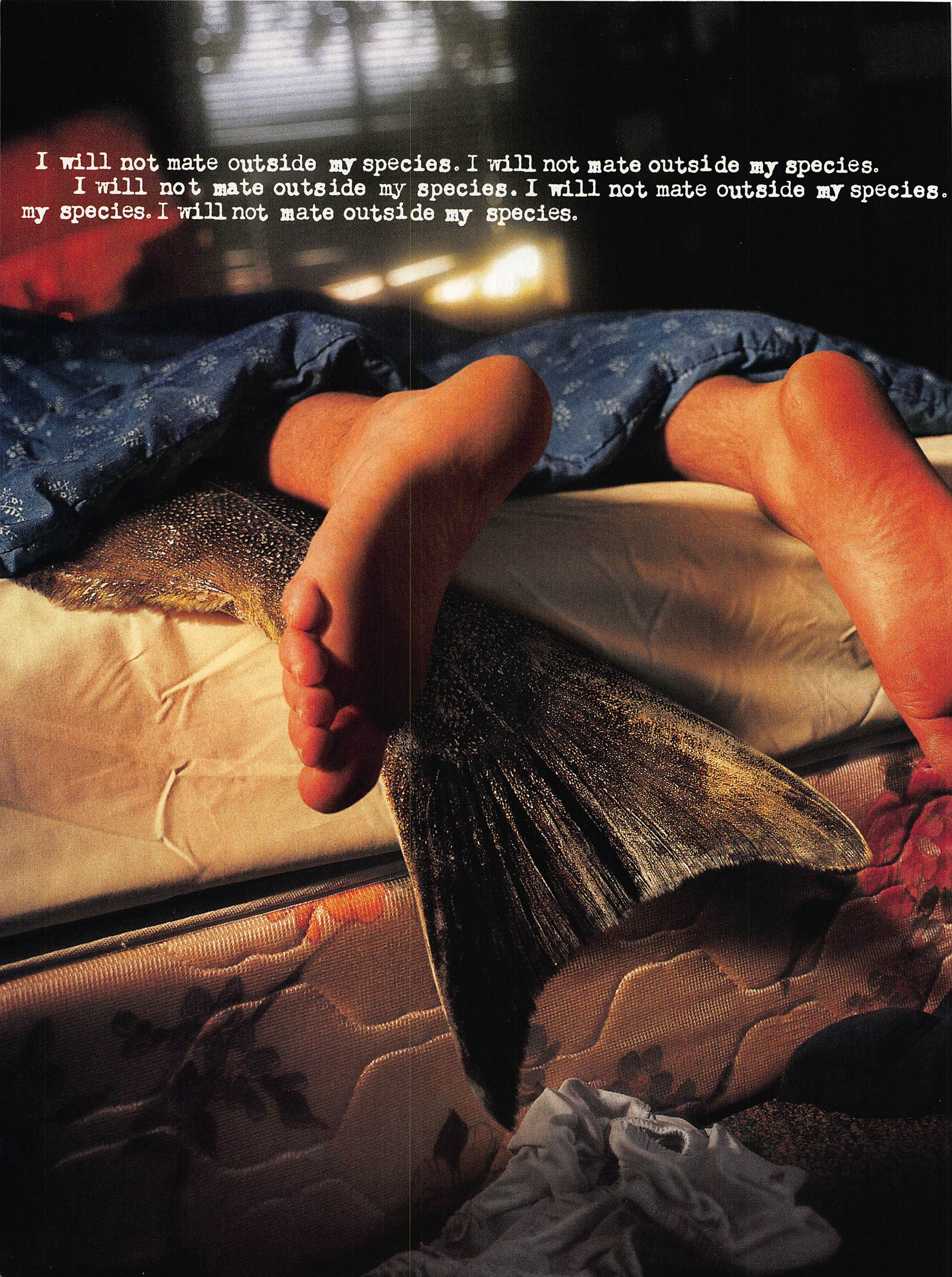
G 7 C 7 P 7 M 9 O 7 — **80**

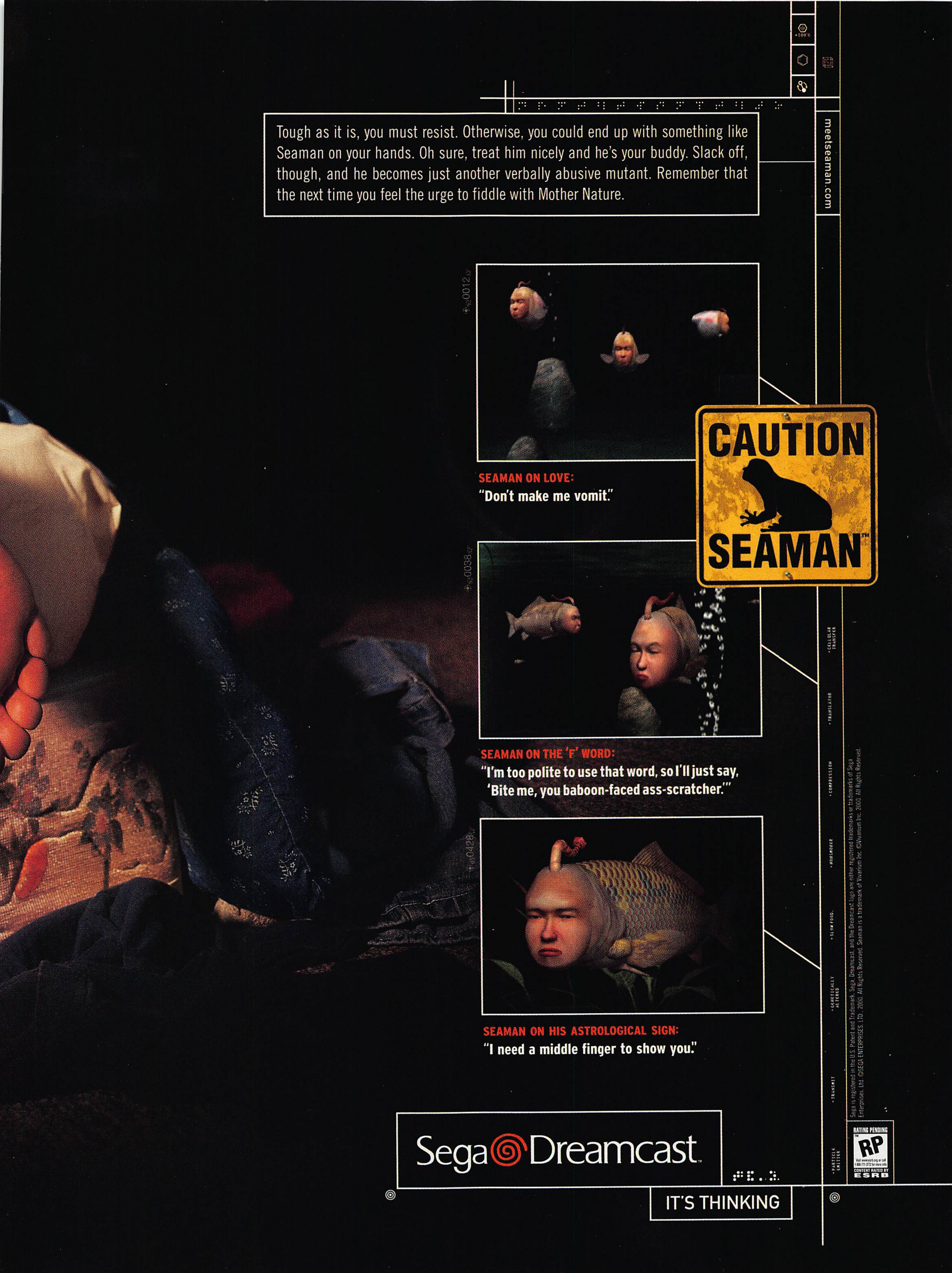
Kodomo: Well, tough times indeed for the beat-'em-up genre. *Gekido* was a promising game, but doesn't deliver in one department... fun. The characters and the graphics themselves are decent material, and I could easily see myself wasting a day playing through it (emphasis on wasting). If you're looking for a *Final Fight* clone, look elsewhere because this is nothing more than an average PS game at best. Still, it's worth a look on the rental shelf.

G 7 C 8 P 6 M 7 O 8 — **78**



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RATING PENDING
RP
CONTENT RATED BY ESRB
Sega Dreamcast
IT'S THINKING









All that glitters isn't gold

Sega is in trouble. With the recent announcement that Sega of Japan president Shoichiro Irimajiri will resign (to be replaced by Isao Ohkawa) amid a third consecutive year of plus losses, things aren't as bright as they once seemed to be. Despite increased sales, the gaming giant went almost 400 million dollars in the red during the last financial year, thanks mainly to the third-class treatment of the Dreamcast in Japan. Even with sales booming in America (not to mention consistently showing better software than the competition at major game shows), things might not get better.

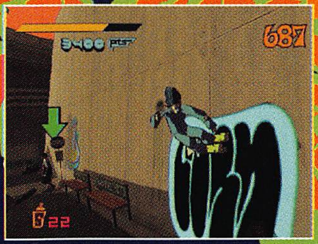
The oasis in this turbulent desert of gaming is surely the internal software development teams that Sega has. Yu Suzuki and Yuji Naka are the most prominent and successful game creators Sega has (and rightfully so), but even they can only do so much. Sega needs the other development divisions to carry some of the load. They have to start making games that will sell systems, and reinvigorate Sega. With Sony, Nintendo and Microsoft all waiting to chomp away at the 128-bit market share, the window of opportunity to dominate the market is fading fast...

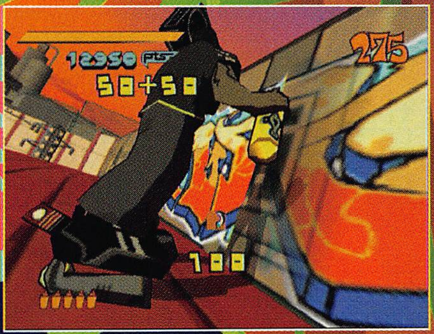
Enter *Jet Set Radio*, which, due to potential trademark concerns, will be renamed *Jet Grind Radio* for an American release next year. Developed by Sega's AM6 team and using a new cell shading technique (dubbed Manga Dimension), this will be *the* Dreamcast release to own. The result is something that looks a lot closer to the aged Laser Disc based classics *Dragon's Lair* and *Space Ace* than anything the system has hosted. With an expansive city similar to *Crazy Taxi* and in-line skating that's as good as *Tony Hawk's Pro Skater*, DC action gaming has never looked good. Strap on your roller-blades and jump into the fictional city of Tokyoto, with one mission in mind: Spray paint your team's logo everywhere you can. Okay, so maybe it's not quite that easy, with dangers lurking almost everywhere throughout, but the simplistic-yet-addictive gameplay speaks volumes more than I could ever write.

P PREVIEW	Kodomo: Super Manga Dimensional Graffiti Fortress!	Developer - Sega	1 Player
		Publisher - Sega	Available Now Japan/Fall U.S.









"In the rain or in the snow, I got the funky flow..."

You might be saying to yourself that you've seen graphics exactly like this long ago on the PlayStation's *Parappa the Rappa*, and this is nothing more than a case of hyping the old to make it new again. Wrong. Where *Parappa*, *Unjammer Lammy* and the upcoming PS2 title *TVDJ*, might look similar in screen shots, the moving game is a whole different beast. Compare reacting to button cues or selecting which points to loop a cartoon at, with skating around a fully 3D world in total control of your character and you'll begin to see just how far above other titles *JGR* towers. Want to rail-slide along the bar outside the Burger Queen? Go for it. Feeling the urge to bust out some Tony Hawk-like moves off the top of a building, only to land on a narrow catwalk? Well, if you can think about doing it, almost anything is possible.





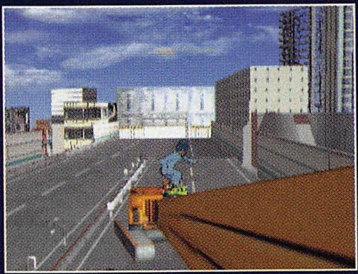






Personality goes a long way...

JGR's characters are also some of the most colorful (pun intended) ever put to GD-ROM, varying greatly in both artistic style and personality. Lifted right out of a rave, the 4 main characters come alive with charisma. Beat, who seems to have the biggest potential to become the most recognized hero of the game, skates around with massive, yellow goggles and a pair of headphones that could easily double as ear warmers. Gum, the game's only girl, sports a pull-over cap and gets her kicks (probably yours too..) jumping through the air wearing a short dress. Kombo has by far the most unique accessory, namely a massive '80s style ghetto blaster that he carries at all times. Kon wears full body overalls and a beanie on his head. And pushing the buttons behind the scenes of the Jet Grind Radio Station is Professor K, adorned with dreadlocks and fueling the rhythmic funk tunes (most of which were developed internally) which fully complement the action.



You'll also have more than a few rivals to contend with ranging from the police who will suddenly appear and chase you around en masse, to the rival gangs that vie alongside you for control of a section's walls.



While you might think that the fuzz are ultimately the main enemy, keep in mind that they will simply warn you to 'cease and desist' (jumping and screaming "Hai").

This is Japan, after all, and not the Rampart Division of the LAPD. However, with rival gangs with names like "Poison Jam" and "Noise Tank," getting chased by a few flat feet might just be the softest option. The sheer humor of the situation wasn't lost on me, when I had just finished 'tagging' a wall, only to look over and see one of the Poison Jam'mers peering through a mask which resembled Godzillia's head. Sadly, actually catching one of the rivals and giving him a good pasting (or covering him with graffiti) isn't an option, as they run away when you get near.



This might sound a little strange, having only the slightest confrontation between both rival gangs and the police, but AM6 has chosen to focus on the action portion of the game first and foremost, and cut out the extraneous aspects. Get hit by a car and you're not going to die, instead you'll get up a little groggy and feel the effect. Fall off a 3-story roof and you'll scamper away, with little ill effects.









With great power comes great responsibility.

Before you dismiss this as a niche game with incredible looking graphics, it's best to know that the one area that gets the least attention is actually one of the best, namely control. When you have to skate around, jump into a rail slide, sail over objects and repeat the process a few more times during the training sessions, you need rapid response. Thankfully, the digital pad serves *JGR* well, allowing for quick cuts between cars (or that army of cops closing in on you), with the analog stick reserved for graffiti that requires more than one pass, and a jump and spray button used in tandem.





Little known AM6 is standing on the slippery precipice of likely fame right now. At this very moment, we'll know just how successful the game is in Japan (where first weeks sales are almost always the most important) and whether it helps Sega's fight for the future or not. With solid sales, we can expect another trip through the world of *Jet Grind Radio* down the line. K

TEAM JET GRIND RADIO INTERVIEW

GameFan Magazine: Thank you for taking the time to sit down with us today. I had a chance to play JGR at the TGS 2000 and I think it's an amazing game.
Team Jet Grind Radio: Thank you.

GF: Can you explain a little about the concept behind the game?
TJGR: Well, first of all, the main concept was to make a fun and cool action game. We didn't want it to be compared to any other action game; we wanted something much 'cooler' than most games. We wanted the characters, and the movements of them, and the visuals to be much different. As a result of these kinds of ideas, JGR was created.

GF: How long has the game been in development?
TJGR: Well, the first planning took place between Mr. Kikuchi (Director) and Mr. Ueda (Art Director) and a few other people, working on storyline and ideas quite some time ago. The actual programming of the game didn't begin until Summer of last year.

GF: Have there been any difficulties programming the game, things that you wanted to do but, for one reason or another, just couldn't do?
TJGR: Actually, there were many, many ideas that we wanted to include, but the limits of time and money restricted the amount that could be put in. We put as much as we possibly could into *JGR*.

GF: The visuals look more like a cartoon than any previous video game, how exactly did you do them? Can you explain the process?
TJGR: Actually, we are calling this type of process "Manga-Cartoon-Dimension", but in the press releases, we like to call it, how do you say, "Japanese Monkey Magic" <laughs> (editors note: this is *exactly* what was said, save the hate-mail!). Actually, we are using a cell shading technique for the visuals, but it is quite different from the previous ones. If we used the previous kind of cell shading techniques, the kind of visuals that we have now could not be done. General cell shading techniques don't work either and, if you used them, you couldn't do it, even on PlayStation 2.

GF: So, it's simply a cell shading technique?
TJGR: Yes, it's a new technique which is owned by our team.

GF: The game takes place in the fictional city of Tokyoto, which has a distinctive look. Is it inspired by any particular place?
TJGR: Well, actually the motif is Tokyo, like Shinjuku, Shibuya and those types of places. The team went to all these places and took pictures of certain points of interest and those were the basis for Tokyoto.

GF: Is the game set up in stages, with certain things that you must do to complete them?
TJGR: Well, there's a map of the city at the beginning and you choose where to go first. It doesn't change things if you pick a different area first, but there are missions that have to be done, and after that you can move on to the next area.

GF: It sounds similar to *Crazy Taxi* in that aspect. A big city, fully explorable, but you don't have to start in the same place every time or do certain areas first.
TJGR: Well, it's quite different from *Crazy Taxi*. In *CT* the missions were all over the city. *JGR* has only one main mission that must be completed. There is just one ultimate mission to complete per section.

GF: Gameplay-wise, do you get points for each area painted or for tricks that are done in the air?
TJGR: Well, during each mission you will have to do things like write a specific number of graffiti on walls. Points are based on each piece of graffiti, such as those that use more than one can to paint, and when you clear each stage you are rated on your performance. If you get high enough, a special thing will occur. Also, there will be Time Attack and Score Attack modes in the game.

GF: The gameplay seems fairly straightforward, find spray cans, paint walls and move on. However, the police eventually appear and chase the player around. Why was the police presence included?
TJGR: Well, graffitti and spray painting walls is what gangs usually do, and good boys don't do that, so that's why the police chase after them. Bad boys don't want to be caught, so they run away and the chase begins.

GF: So, do the police come out after a certain amount of time?
TJGR: Yes, just like real life, it takes a little while for the police to arrive. Actually, the police aren't the enemy, they just have to caution the player not to write graffitti on the wall. The boys just get a warning.

GF: What about the environments, are there breakable walls and can you go anywhere you want to? Will there be cars and pedestrians moving around?
TJGR: Well, the cars and pedestrians are all interactive and they will move about. They aren't really interactive and the story won't change based on pedestrians, but if you get hit by a car you will get knocked down.

GF: So, will you take noticeable damage from a car, or do you just get up and skate around again?
TJGR: Of course there will be damage, because it hurts! <laughs>

GF: *JGR* is single player only, correct?
TJGR: Yes.

GF: How has the game been received since the TGS?
TJGR: There were two main points. First, when the game was shown in video form only at the Fall TGS, many gamers thought that it was not fully 3D. It was confusing for a lot of people. When gamers played it at the Spring TGS and saw that it was 3D, we got a lot of praise and people telling us it was amazing. A lot of people also told us that the game was very unique and not like most of the other Sega games.

GF: Are there any plans to make this a series, or is a sequel in the works?
TJGR: We hope so, but we have to wait and see how the game is received in Japan and America. We haven't thought too much about it so far.

GF: Thank you for your time.
TJGR: Thank you.

GameFan Magazine would like to personally thank all of the members of Team Jet Grind Radio: Masayoshi Kikuchi (Director), Ryuta Ueda (Art Director), Takayuki Kawagoe (Producer), Osamu Sato (Assistant Producer) and Miho Matsuda (Overseas Publicity Support Sega of Japan) for allowing this interview to take place.




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E3
ELECTRONIC ENTERTAINMENT EXPO



Ahh... E3, the only time during the year when scantily clad women, midgets, and game designers will converge on the Los Angeles Convention Center for an orgy of sights, sounds, and above all... games. Only once a year will the entire industry come together to vie for the attention of the masses in a big "Look at Me" contest of epic proportions... only once a year will your average gaming geek get this close to touching a Laker girl... But that's not all. E3 affords us a hint of great things to come... Microsoft's new console, the X-box, Sony's 'revolutionary' PlayStation 2, and Konami's second second-coming of sliced bread, *Metal Gear Solid 2: Sons of Liberty*. Thus, armed with a mass of deadly cameras, microphones, and business cards, we assailed the showfloor, intent on bringing you the scoop, and this is what we saw...



60 pages of intense show coverage!

3DO

As usual, 3DO exploits its *Army Men* license to the fullest. Yes, the California publisher/developer had a whole lotta *Army Men* going on at E3... Sure, there were a couple of new games, but for the most part, it was all about the Tan and Green going mano a mano. Can you blame the company, either? I mean, if it ain't broke, why fix it? Sadly, though, 3DO hadn't a single Dreamcast game in the pot.

Sammy Sosa High Heat Baseball 2001

Hey, any man who can give Mark McGwire a run for his money deserves a game with his name on it! *In High Heat Baseball*, gamers will feel like they're actually controlling their favorite players, as it features true-to-life face mapping. This time, though, it's up to you to decide who the home run king will be.



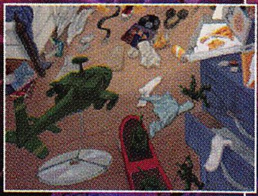




Army Men: Air Attack 2

Nuclear Strike meets *Toy Story* is back for another afternoon of insect torture. This time around, some crazy military dude named General Plastro is screwing up the past by traveling back and forth through time, and it's your duty as a soldier to defeat the nasty old coot over twenty-six battlefields (cue music from "Saving Private Ryan").





Army Men: Air Combat

Air Combat undeniably holds more than a striking resemblance to *Air Attack*, but the pros at 3DO just weren't content in creating a mere port for the Fun Machine. This time, players fly a mini-chopper into action and use its cargo winch to disable, dismay and dishearten all those tan baddies.



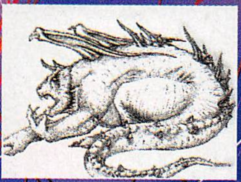




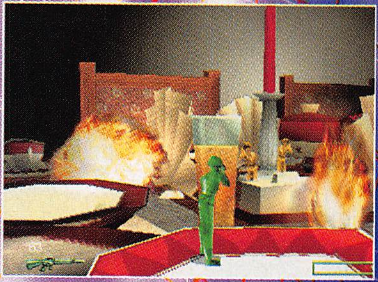
Warriors of Might and Magic

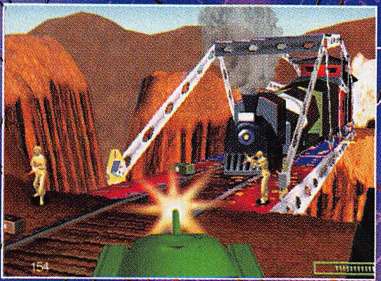
The long-running *Might and Magic* series will be back soon to give RPG purists yet another adventure. Like most RPGs, *Warriors* will stick with the tried-and-true formula, but will concentrate more on action. If you liked the first PS *M&M*, you'll undoubtedly like this one, with its juiced-up game engine.





Army Men: Sarge's Heroes 2



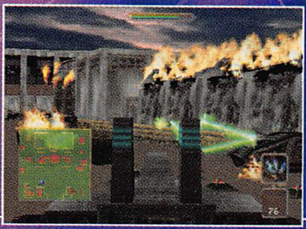


A good soldier can never rest when the evil forces of Tan are about. For this game, Sarge is called back into another tour of duty, with an arsenal of weapons that would make Barbie run for cover. 3DO's also toying with a two-player mode to make things a little easier for those of us that are SAG. Thumbs up, soldier!

WDL Thunder Tanks

Combat, anyone? The long-running 3DO franchise is heading to the PS2, and if things turn out nearly as awesome as they did in *Global Assault*, we'll be up to our necks in hellfire! Right now, *WDL* supports up to two players, but would really rock if four people could start WWIII...





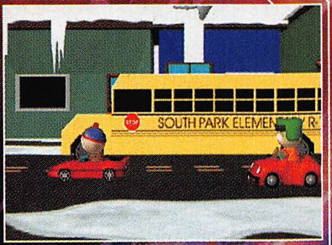


Acclaim

Acclaim's main push was the sports titles, which dominated the lineup. With boxing, baseball, football, racing and motocross titles all getting games (many on multiple consoles), you didn't have to look far to see what the focus was. A 60% complete *Turok 3* held the crowds (and ECM) captivated, showing just how far the series has come in a few short years. The only negative was non-existent PS2 software, despite 2 recently announced titles in development.

South Park Rally

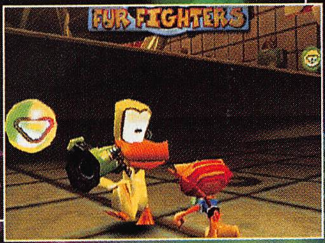
Love 'em or hate 'em, the entire cast of the hit animated series has spawned a kart-style game. If you've ever wanted to drive as Kenny, Kyle, Cartman or Stan and shoot townsfolk with salty chocolate balls, this is your calling. Don't expect much beyond the previously released N64 version, though.



Fur Fighters

After a series of family kidnappings, the six brave Fur Fighters (with guns galore) set out to battle the evil General Viggo and save the village. Assume the role of armed dragons, kangaroos, penguins, etc., and test the objective-based levels or play against a friend for comical multi-player action.



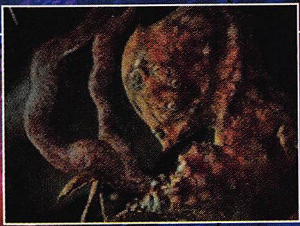


Bust A Move 4



The bubbles are back in an all-new fourth outing that's now heading to the Dreamcast. You know the drill—bubbles drop from the top of the screen, and you must connect three bubbles of matching color to destroy them. Strategy and fast-paced puzzle madness have never looked this good.

Turok 3



Turok returns for a final run on the N64, bringing with it a solid frame rate and crisp visuals. This time out, there are two playable characters (Danielle and Joseph), and each one has different abilities and weapons. Expect nothing short of forty-eight map, mutant-killing madness come August.





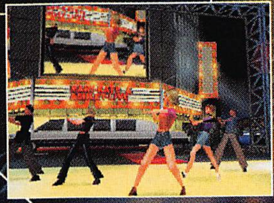
HBO Boxing

The popular cable pugilist-fest finally comes to console, backed by the collective power of Roy Jones Jr., George Foreman and many other boxers. With a career mode, real-life venues and the addition of female fighters, *HBO Boxing* might just TKO the competition.





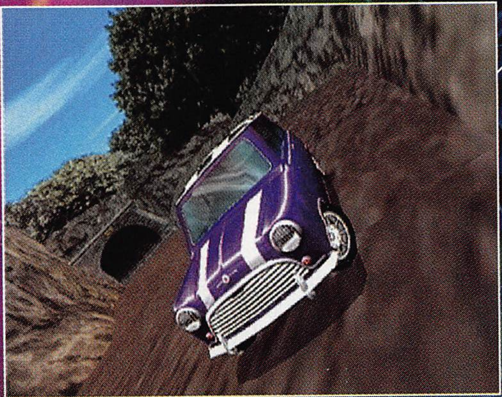
Mary Kate and Ashley Magical Mystery Mall



Ummm... okay. The real mystery here is why this is in development—but I guess we've all got little sisters who'd enjoy taking Mary Kate and Ashley (they're the number one property among girls six to eleven) for a stroll. Expect hijinks and pre-teen mayhem to ensue when the Olsen twins make the transition to PS later this year.

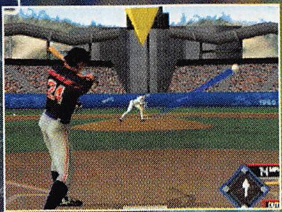
Vanishing Point

With an insane mixture of stunt and realistic arcade racing, *VP* features input from actual car companies and an 'insane graphics engine.' The game's also said to be completely free of pop-up, but whether that's a result of track layout or a kick-ass game will be determined in August of this year.

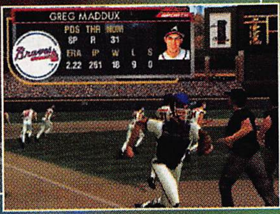


All Star Baseball 2001

The MLB license can only go so far... Thankfully, a solid engine that produces hi-res graphics and blinding baseball action powers *ASB 2001*. Improved AI also peppers the latest in the series, which is complemented by more stats than you can shake a stick at.





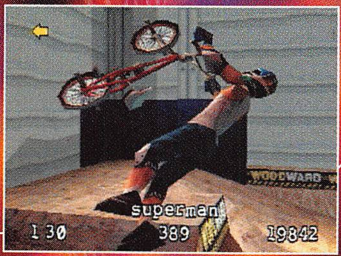


Dave Mirra Freestyle BMX

The most unique feature about this game, besides the Dave Mirra license, is that players actually start out as scrubs. The road from backyard shredder to BMX champ isn't an easy one to make, but with twelve levels of "go anywhere" action, it might be the most fun you'll have on two wheels.

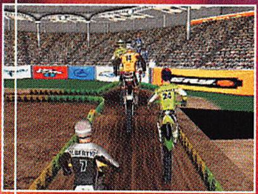




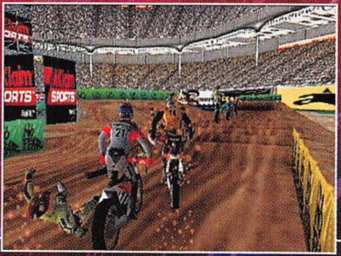


Jeremy McGrath Supercross 2000

The number one supercross game returns, sporting eight different tracks and two classes of motorcycle madness. Jeremy McGrath served as consultant for the game, helping to make it the best in the series to date. The game will feature a stunt mode and support for analog control. Get ready to brave both dirt and opponent to become the best.

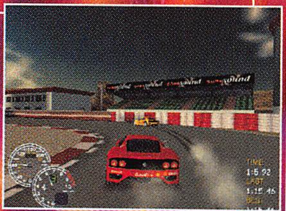


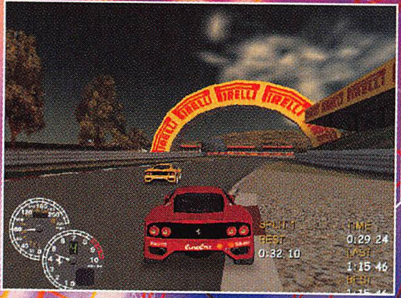




Ferrari 360

Anything Yu Suzuki can do, Acclaim can do better, right? Well, that'll be the hope when this PS2 racing game, featuring the amazing Ferrari 360 challenge cars, is released this fall. If the final version holds true to these screens, expect a solid racing game with quality details.



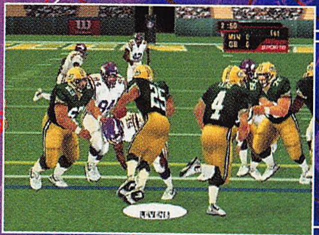


All Star Baseball 2002

ASB 2002 will feature six modes of play and over 900 players from thirty teams, and will mark Acclaim's first attempt at a PS2 sports game. The developers are hoping to achieve "photo-realistic" graphics, combined with the same great gameplay that's marked the series to date. The game's currently slated for an April 2001 release.



NFL Quarterback Club 2001



Acclaim's premier sports license returns with more bone-crushing action than ever before. With more advanced models and options for almost every category of play, *QBC 2001* brings gridiron madness to your console. Also look for the DC version, with increased speed and graphics.

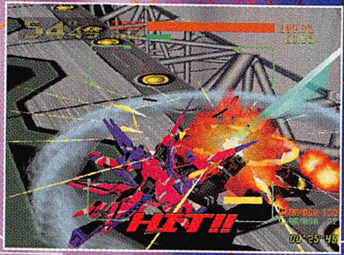
Activision

Activision has built on the momentum created last year by the overwhelming sales of *Tony Hawk's Pro Skater* and become more aggressive, readying a hearty number of titles for this coming Christmas season and beyond.

Virtual On: Oratorio Tangram

If you don't know what this game's all about, you haven't been reading our magazine for the last eight months. *VOOT* is the sequel to *Virtual On: CyberTroopers*, and is one of the best games of the last several years (Dango even rated it 100!). Read our review in our June issue.





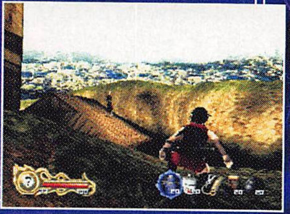


Tenchu 2

The sequel train kept a-rollin' all night long... This is actually a prequel to the popular ninja stealth game. *Tenchu 2* will include a custom scenario builder that allows players to create their own missions. We'll see if the sequel can avoid the clipping problems so prevalent in the first.







Star Trek: Invasion

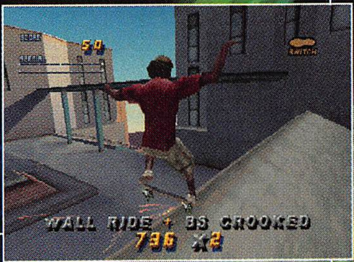


A mission-based space battle game in which players assume the role of Lt. Commander Worf and the Red Squad, an elite group of fighters. A Federation captain has hijacked one of the Starfleet battle cruisers, and it's up to you to discover why. Photon torpedoes will be required.

Tony Hawk Pro Skater 2



THPS2, the sequel to the smash skateboarding title, features more of the same great gameplay with some new elements and a larger variety of executable tricks. The biggest new feature is the inclusion of a skate park editor. Build a better park, and the skate rats will flock to your door.

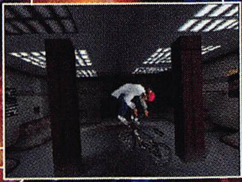


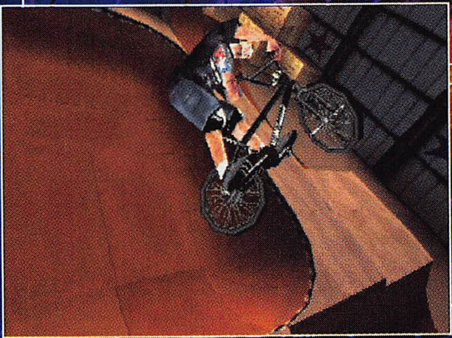


Mat Hoffman's Pro BMX

Using the *Apocalypse* engine (a.k.a. the *Tony Hawk* engine), *Pro BMX* will essentially be another *THPS*, but with BMX bikes. Expect the same gameplay, average graphics and a really impressive representation of the gnarly stunts possible on a BMX bike. Oh, and by the way, Mat Hoffman is a really big BMX guy.







Blade

One of the coolest comic book characters ever now has his own game. Using an arsenal of weapons and a deadly array of martial arts moves, Blade must battle hordes of the night-walkers in order to keep the world safe for the rest of us day-walkers. There are over thirty evil denizens to whoop up on in the course of the game.







X-Men Mutant Academy

Ten fighters from the most successful comic book franchise ever square off in this fighting title scheduled for release with this summer's movie blockbuster. Some of the ground feels familiar (Capcom's been utilizing some of these guys for a while now), but this ain't no *Marvel Vs. Capcom*.





Spiderman

The webslinger's back in action in one of the few titles based on a comic series that doesn't totally suck. Activision keeps coming up roses with this stealthy adventure game in which Spidey takes on the bad guys and saves the city. All in a day's work for a superhero...





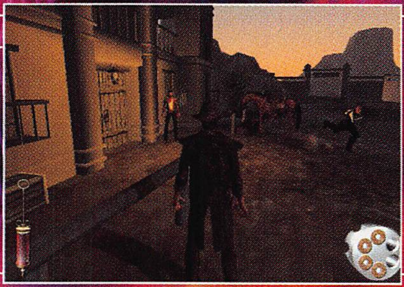
Covert Ops: Nuclear Dawn

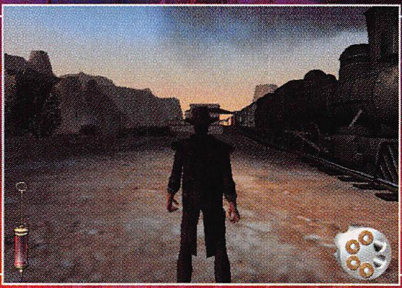


Don't let the cool title fool you—*Covert Ops* is actually the Japanese game *Chase the Express*, a sub-par action title that puts gamers in the role of a commando trying to save an ambassador. The whole game takes place on a speeding train, and is stricken with many problems.

Gunslinger (PS2)

The game was super-early at E3 (and probably shouldn't have been on the show floor), but it makes us excited nonetheless. Travel back to the Old West and become a gunfighter! Choose whether to be an outlaw or lawman, and carve yourself a life and a reputation in this action/RPG. Gunfights and high-stakes poker are just two available activities.





Buzz Lightyear of Star Command



Emperor Zurg and his cronies are up to no good, and it's up to you, Buzz Lightyear, defender of all that is just, to stop them. This 3D adventure game is based on the famous Pixar characters and television show, and is aimed at younger gamers and the family crowd.

Street Lethal (PS2)

A racing sim that puts gamers behind the wheels of actual concept cars. We'll probably never see any of these vehicles on the road in real life, but it'll be your privilege to race them through the streets of places like London and Paris. Also, construct your own concept cars.





Agetec

Hit or miss is the only way to accurately discribe Agetec's booth. With *RPG Maker* finally making its way to the U.S, the PlayStation looks like it's got one last hurrah before fading away (even Eggo likes it). *Armored Core 2* was also showcased for the PS2 and, although it's not the *VOOT*-killer it was made out to be, drew crowds of gamers determined for some fast mech action. Unfortunately, the other 2 showcased PS2 titles, the From Software developed *EverGrace* and *Eternal Ring*, were largely ignored and sat untouched.

EverGrace (PS2)

EverGrace will feature two characters with intertwining stories, and will be one of the first real-time action RPG's for the PS2. Both characters will be required to equip various items and finish the game; for quick impressions, check out the Viewpoint section of our last issue.







Armored Core 2 (PS2)

In the future, massive corporations control both Earth and Mars, and your goal is to progress through mission-based Mech combat to attain the highest ranking a soldier can get, "Nine Breaker." *AC2* will ship in the 4th quarter with many customizable Mech features, two-player battle and even a link-up feature.



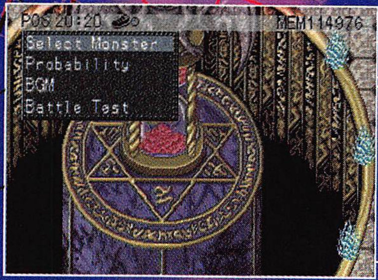
Eternal Ring (PS2)

Under direct orders from his king, Cain travels to the Island of No Return to find the secret of the Eternal Ring. This first-person RPG features various power-ups and character abilities; dragons and other demonic monsters also inhabit the island. Gamers will get a chance to test their mettle shortly after the PS2's launch.









RPG Maker

RPG Maker, as reviewed by Eggo in this very issue, is one of the most popular games in Japan. And what's not to like? You get to create your very own RPG on the PS using a massive library of options; time is the only thing standing between you and your own personal version of the early *FF* series.

Atlus

There weren't a lot of spectators at Atlus' E3 booth, because the company's three showcased games were all RPGs (which are notoriously hard to demonstrate—most people don't have the time to sit down and play a game for hours at E3). *Guilty Gear X*, the sequel to Atlus' sleeper fighting game *Guilty Gear*, was noticeably absent from the booth, though... As of yet, no publisher has volunteered to bring this 2D beast to the U.S. Dreamcast, but we still hope Atlus will come forth with an announcement in the near future.

Ogre Battle 64

A new chapter in Quest's mega-popular *Ogre Battle* series, this isn't just the old SNES game ported to the N64. It's a brand-new *Ogre Battle* that strategy fans can look forward to gobbling up this holiday season (sadly, third-party offerings on the N64 these days are as scarce as women at an E3 party). Features more character classes, multiple side quests, a new waypoint system and an agonizingly close fall 2000 release date.





Persona 2

This is not *Persona: Innocent Sin*, which was more of a side-quest than an actual sequel to Atlus' modern-day high school classroom strategy RPG—it is the full-blown sequel to *Persona* (though there's talk on Atlus' website of including *Innocent Sin* with *Persona 2: Eternal Punishment*). Gamers can look forward to a new rumors system (spread some gossip), contact system (negotiate with monsters) and new free battle system. Wander around the battlefield and summon multiple persona (spirits) at once.





Rhapsody





Rhapsody is a girly strategy RPG with Disney-like musical numbers—basically, the Cinderella story retold. Cornet, the main character, is a normal, everyday girl who falls in love with a prince (and vice versa). But when an evil witch kidnaps the object of her affection, it's time for our heroine to pack up her stuff and save his butt for a change. Equal opportunity rescuers... it's about time!

Bandai

Bandai couldn't have picked a better location at E3 this year—its booth was conveniently located just an arm's length from the GameFan booth and the ever-"friendly" Laker Girls. Its lineup was somewhat *Gundam*-heavy, but it also had the survival horror game Countdown Vampires in the works. Oh, some of those *Digimon* games were also on display, but we won't hold that against them.

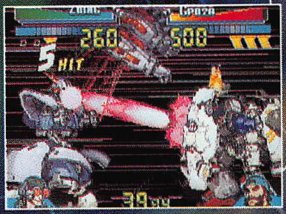
Gundam Side Story 0079

Mechs and the Dreamcast seem to be going hand in hand this year as the action-packed sim *Gundam Side Story 0079* and Activision's incredible fighter *VOOT* grace the swirling console. Intense cut-scenes mixed with some killer DC visuals should satisfy American "Gundam" loyalists.



Gundam Wing: The Battle Master

Two mechs enter, one mech leaves. Well, if you're tired of fighting games starring Ryu and Ken, Bandai's got something a bit different in the fold—*Gundam Wing: The Battle Masters*. Select from five main characters, each equipped with its own special attacks. Your goal is to annihilate all of the enemy Mobile Suits.

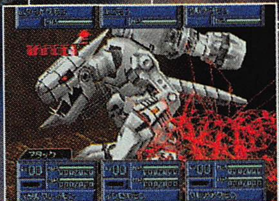


Digimon World



The world may have forgotten about the portable *Digimon* virtual monster, but both the recent toy line and hit cartoon appear to be taking some of the steam away from Pokémon and his band of mind-controlling furballs. And would ya believe that the goal in PlayStation *Digimon* is to <hate to say it>... collect 'em all?

Digimon World 2



Forget all that silly *Metal Gear Solid 2* and *Gran Turismo 2000* nonsense, Bandai knows what real gamers want on the PlayStation 2: *Digimon*! This one looks to borrow from Tecmo's *Monster Rancher* formula. Players raise and battle their creatures in hopes of being the supreme monster... uh, *Digimon* rancher.

Untitled "M.S. Gundam"

If you feared that Bandai's entire PS2 lineup consisted of *Digimon* games, gladly think again. Bandai's set to take its stable franchise to the next level, and what better vehicle than the PS2? Gun Cannon, Gun Tank and G Armor are just a few of the mechs that'll appear in full PS2 glory! *(no screen shots available)*

Countdown Vampires

Something goes horribly wrong at a huge party in Las Vegas, and the innocent party-goers are quickly transformed into hideous, bloodthirsty vampires. The game features *Resident Evil*-style control and a unique option that tailors the gameplay according to your name and blood type.





Capcom

The defender of 2D gaming and undisputed champ of the survival horror genre, Capcom always has something at its booth that we're itching to see. This year, even more than in the past, Capcom impressed show-goers with a fantastic lineup of high-quality titles.

Mars Matrix

Arcade

After the debacle that was *Mission to Mars*, it's unfortunate that *Mars Matrix* has to share ANY similarities in its title. Being developed by the creators of *Giga Wing*, *Mars Matrix* sports some of the flashiest 2D graphics ever seen on Capcom's age-old CPS2 hardware. Shooter fans, Capcom still loves ya!





Gunbird 2

Shooter faithfuls should have fond memories of the original *Gunbird*, which made a grand appearance on the Saturn back in 1995. Now Marion, Tavia and the entire wacky cast of *Gunbird* (including Morrigan...grrr) return with incredible new moves, brilliant animation and enough hardcore gameplay to satisfy even... ECM.

Street Fighter III: Third Strike





With only *Street Fighter: Third Strike* on display, most show-goers had figured Capcom would simply forego releasing *SF: Second Impact* in the US. Well, not only is the Big "C" bringing the awesome *Second Impact* out this summer, but following up its release with the godly *Third Strike* in September. Now that my friends, is a whole lotta *Street Fighter*!

Strider 2

After a brief scare over whether or not Capcom would release this near-perfect title over here, we can relax. *Strider 2* is a brilliant 2D platformer that demands mad skill to complete (unless you're one of those wussies that actually uses the continues). Check out our review in our May issue.



Resident Evil Survivor



We almost had to do a double take when we saw *Resident Evil Survivor* at the Capcom booth. Imagine a *House of the Dead*-inspired PlayStation game without rails and including visuals that make the first RE's graphics look like Dreamcast quality. Not surprisingly, Capcom has opted to remove the light gun feature from the US version.

Power Stone 2

Falcon, Galuda, Wang Tang, Gunrock and the rest of *Power Stone*'s all star cast (including a few new brawlers) return in this action-packed sequel. This time around, characters not only battle each other, but their stages as well. For more info check out our review in GameFan vol. 8, issue 7.







Cannon Spike

Arcade

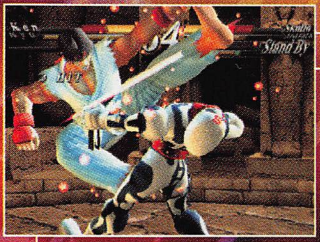
One of Capcom's few Arcade machines at the show, *Cannon Spike* seems to be a cross between a *Contra*-style shooter and *Ikari Warriors*. The game was developed as a joint venture between Capcom and renowned shooter developer, Psikyo. Cammy and Nash are just two of the playable characters who skate around the top down environment and destroy... EVERYTHING!







Street Fighter EX3



While most fighting enthusiasts have looked upon the *EX* games as *Street Fighter*'s red-headed stepchild, the graphic power of the PS2 might just make them change their tune. Brilliant looking supers, a wide array of old school and new competitors and enough flash attacks to give any sane gamer an over-load of eye candy bliss.





Marvel vs. Capcom 2

Any and all fans of Capcom's illustrious "VS" series must buy *Marvel vs. Capcom 2*—it is that good! With more playable characters than you'll know what to do with and some of the best backgrounds (if not the best) ever seen in a fighting game, *MVC2* should easily prove the smartest DC fighting game purchase of 2000. Especially, in light of *Guilty Gear X* not being shown at the E3.







Spawn: In The Demon's Hand



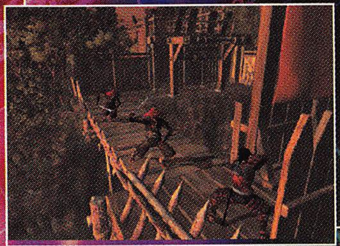




Al Simmons might be worm food, but his alter ego Spawn is a ruthless killer! In *Spawn: In The Demons Hand,* players engage in a bloody third person melee that shames the amount of gore only found in FPS' like *Quake III* and *Unreal Tournament*.

Onimusha

Onimusha is Capcom's sole PS2 effort thus far (with *SFEX3* having been developed by Arika and published by Capcom) and is looking to follow in *Resident Evil*'s foot-steps with a similar control scheme and gorgeous pre rendered backgrounds. Shotguns and rotting zombies however have been whisked aside in place of katanas and undead samurai warriors... ooh, scary.





Arcade SNK vs. Capcom

The team up that few imagined would ever be possible was playable at the show—if you managed to work your way through the huge crowd that surrounded the cabinet, that is. Leave it to Capcom's amazing artists and the power of the Naomi hardware to give your favorite SNK fighters a much needed graphic boost. What's next, *Cannon Spike* vs. *Metal Slug*? *(no screen shots available)*

Dino Crisis 2



Dino Crisis was more action-oriented than *Resident Evil*, and as such, became one of 1999's most popular games. The sequel picks up where the last one left off, and delivers even more excitement, scares and dinosaur mayhem. Looks like another winner.



Mega Man 64

The series that just wouldn't die... *Mega Man 64,* another 3D *Mega Man* title, will feature elements of action and role-playing. Our hero must track down the Hidden Legacy treasure, which, hopefully, is a magic orb that'll whisk our little blue friend away into the cornfield where we'll never have to see him again. Expect numerous weapons, huge bosses and familiar *Mega Man* characters.

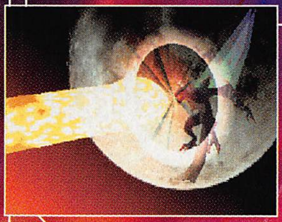


Mega Man Legends 2



MML2 picks up where the original left off and follows the adventures of Mega Man and his friend, Roll, on their quest for The Great Legacy—basically, your standard "search for the mythical" story line, much like "Waterworld," but starring the staggeringly popular Mega Man.

Breath of Fire 4



Since it's introduction on the SNES years ago, the *BOF* series has undergone many changes. The latest looks by far to be the best of the bunch, with massive landscapes and characters that look as close to hand-drawn as any RPG to date. Don't underestimate this game, it's definitely going to heat things up in the summer.

Classified Games

We would have completely missed these guys if not for our search for their one title: *Bangai-O*. Classified Games was nestled in with Electrosource and Pelican Accessories, and has gone from 'zero' to 'hero' in our minds for releasing this gem of a game.

Bangai-O







The incredible 2D shooter from Treasure is on its way to Dreamcast, in which gamers play a mech with ricocheting bullets and a hunger for fruit. The N64 version was released in a limited run of only ten thousand copies in Japan, so we never thought we'd see it Stateside... especially as a Dreamcast title. Niche gaming lives!

Codemasters

Like last year, gorgeous booth babes and crazy give-aways didn't clutter Codemasters' booth at this year's E3... Instead, the small British development house was more intent just showing off its humble line of console games. And while its focus was obviously on racing titles, *Mike Tyson Boxing* was received as a nice follow-up to 1999's *Prince Naseem Boxing*.

Colin McRae Rally 2.0

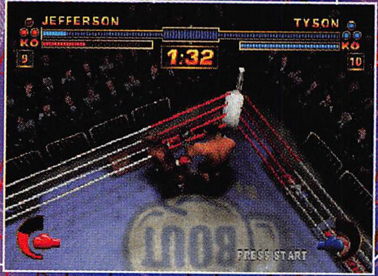


Good rally games might be few and far between, but what racing fan (save *Sega Rally 2* loyalists) would dispute how awesome Colin McRae's first rally game turned out? Expect *CMR 2.0* to not only keep up with *Sega Rally 2's* visuals, but also to deliver some of the best graphics ever seen on the PS.

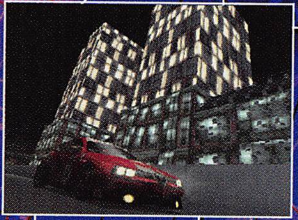
Mike Tyson Boxing



Don't call it a comeback... Iron Mike finally returns to the virtual ring, and while most prefer his silly antics of yesteryears (*Mike Tyson's Punch Out*, anyone?), we're still happy that the masterminds behind *Prince Naseem Boxing* are programming his latest game. Ninety pro fighters and several weight classes will provide players a healthy dose of replay goodness.

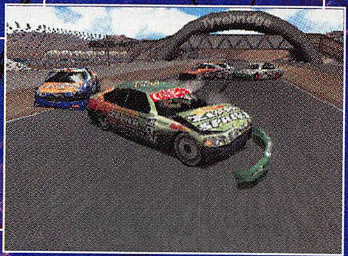


WTC: World Racing Championship



Get ready to rev hard to the unofficial follow-up to Codemasters' *TOCA 2* racing game... Expect more of the same, with enhanced visuals and even more realistic physics. Any racing fan should be frothing at the mouth once they get a load of the amount of drivable cars—forty-two in all!





Micro Maniacs

They're small, they're fast, and most importantly, they're from the makers of *Micro Machines*! If you're tiring of the countless kart racers available, *Micro Maniacs* offers just as many thrills and spills, but in a much smaller package. Thirty-two tracks and eight-player simultaneous action... man, it's good to be short!



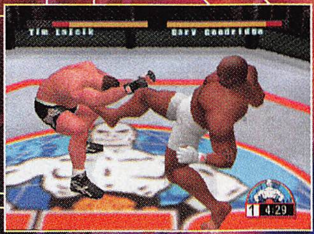


Crave

Crave's booth was headlined by 2 Dreamcast titles, *Tokyo Xtreme Racer 2* and *Ultimate Fighting Championship*. *TXR* featured a full size replica of an Acura NSX, surrounded by multiple kiosks running the game. The biggest display was for *UFC*, which had 2 of the famous (some would say crazy) fighters standing inside a mock up of the octagon for picture taking opportunities. Other notables, such as *Mag Force Racing*, *Mort the Chicken* and *Aero Wings 2: Airstrike*, also drew crowds of gamers.

Ultimate Fighting Championship

Fighting games might get a little old, but none have had *UFC*'s ability to grapple an opponent and beat the snot out of him on the ground. Twenty-two actual fighters make their way into the digital realm, with over 3,000 total moves and thirty styles of combat (or *combate mortal*, to resident monkey grappler El Niño). *(See GF E3 Top Ten for more info)*



Draconus

Draconus hopes to take the hack-and-slash RPG genre to a new level... Unfortunately, Kodomo reviews the game in this very issue, and... well, let's just say that not even the voice talents of George Takei (Mr. Sulu to you and me) can prevent horrible bloodletting.





Mort the Chicken



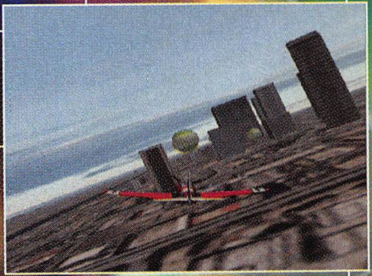
Mort the Chicken, Crave's lone PS game, mixes a curious blend of platforming action and sheer humor. Think *Earthworm Jim* meets *Spyro*, and you'll get the basic idea behind this raucous romp through the world of one dedicated fowl.

Aero Wings 2: Air Strike



Console flight sims don't get any better than *Aero Wings*, and the sequel's no exception. With many of the world's top jets (and a select few hidden ones) and a couple of prop planes, gamers can go solo in objective-based missions or challenge a friend in the skies.





Super Magnetic Neo

SMN, developed by Genki, features the quirky antics of Neo and his positive/negative magnetic skills. Neo must free Pao Pao Park from the evil Pinki gang while avoiding robotic monsters in this action-loaded platform game.





Tokyo Extreme Racer 2



Genki gave respectability to the prowess of the DC with the first *TXR*, and the second is only an improvement. With more tracks, rivals and options than before, the drifting through the night and 'calling out' other drivers has never looked so good. *(See GF E3 Top Ten for more info)*

Tony Hawk's Pro Skater

The best-selling PlayStation game makes the transition to Dreamcast (as reviewed in our last issue), complete with vastly improved graphics. Truly the best skating game on the market, expect nothing short of pure skating action with Tony Hawk and other notable skaters as they tear up ramps, rails and concrete everywhere.



Sno-Cross Championship Racing

Careening down snowbanks on an insanely powerful snowmobile might not be your idea of fun, but *SCCR* will give DC owners an opportunity to experience the high-risk sport. To succeed, you'll have to best eight circuits and many opponents, but you can perform flashy stunts when you catch air. Look for it in the fall of this year.





MagForce Racing



DC owners crying for a *Wipeout*-inspired game need look no further than *MagForce Racing*. Players veer past multiple enemies and environmental dangers on nine tracks, and will get a taste of excitement and danger come fall 2000.





Starlancer

Crave's first DC network game will allow as many as eight players to take to deep space at once and blast various allied nations to bits. The development force boasts former members of the *Wing Commander* team. Look for this one to take full advantage of net play and bring first-person space action to the next level.







Eidos

Babes, babes and more babes... Eidos continues its tradition of providing showgoers with one of the busiest booths at E3, and this year was no different. Well, maybe it was a little different—the huge publisher had a bunch of games to show Fury and ECM. Sequels to both *Fear Effect* and *Soul Reaver* looked really cool, and other unfinished betas were playable as well. Here's what we saw:

Legacy of Kain: Soul Reaver 2





Just when I thought Eidos was ditching the cool stuff for kiddy stuff, we get *Soul Reaver 2*... This one will be less of a full-fledged "Part Two" and more of a continuation. From what I've heard, the first *Soul Reaver* was far from complete when it was released. This third chapter will remedy the broken story line. Vae victus!

Disney's 101 Dalmatians: Puppies to the Rescue

Cruella never gives up, does she? The old hag's managed to kidnap (dognap?) all 101, and it's up to 102 to save his family. The PS, PC and DC revs look like run-of-the-mill *Spyro*-style adventure games, while the Game Boy edition will probably play like the usual side-scrolling platformer. Look at Eidos, hookin' up the Disney connection!



Magical Racing Tour



As if the second-string cast of *Magical Tour* didn't get enough play, they'll be back again this summer for more. Jiminy Cricket and the rest return for more silly shenanigans on crazy locales like Blizzard Beach. Oh boy, I can't wait to review the DC rev: "Gee, I never thought a PS game on the DC could look this good..."

Timesplitters

For those that found *Unreal Tournament* on the PS2 disappointing, Eidos is delivering the ultimate multi-player first-person shooter. Why is it the "ultimate" FPS, you say? Well, Free Radical, a team comprised of ex-Rare employees who had a hand in the development of *GoldenEye* and *Perfect Dark*, is developing the game, so things should be—how should I put this—AMAZING!







Sydney 2000



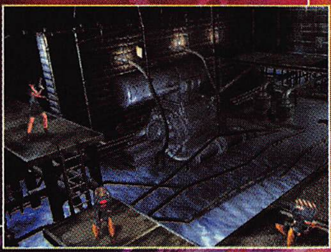
Track & Field fans, grab your speed fingers and get ready to represent in twelve different events! Eidos' *Sydney 2000* will be released for a total of five different platforms. From what we saw, the higher-end versions of the game look red hot. Makes me remember my days in track: Somebody has to be the water boy...





Fear Effect: Retro Helix

Direct from her appearance in *Fear Effect,* the super-hot (well, I think she is) merc Hana Tsu-Vachel returns with her companions Deke and Glas, as well as Rain Qin, a blonde bombshell. Expect the same *Resident Evil* cookie-cutter gameplay we saw in *Fear Effect,* but with more bells and whistles. A new real-time inventory system and far more enemies only complement this adventure of bodacious babes.

Project Eden



Core takes a stab at the future with a story about the overpopulation of Earth in which human housing has become more like beehives than homes. Gamers play Carter, the leader of the Urban Protection Agency, and with their teammates, they must settle a series of civil disturbances. This one supports multi-player action. Do I hear SegaNet?




Electronic Arts

I actually expected to see much more at the show from the world's biggest video game company... But, much like Sony, EA went out with a whimper. A rivalry is already brewing between Visual Concepts (Sega Sports' golden child) and EA Sports, and many comparisons have already been made. I'm not even going there, though...

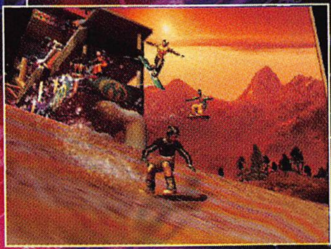
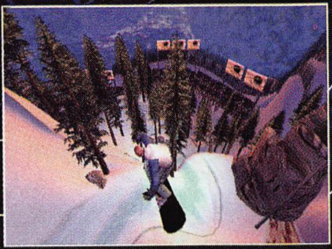
FIFA 2000

EA Sports gears up early with this impressive-looking FIFA title. The game still needs a bit of work, but it's hard not to get excited about a franchise of this caliber coming to a system with this much potential.

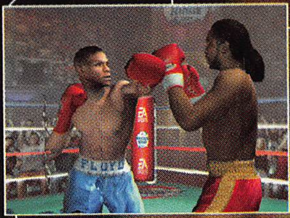


Snowboard Supercross

This title had been kicked around for so many years at EA that we were almost frightened when it was finally announced. *SSX* has traveled a road parallel to *Daikatana's*, but is far from the garbage that game is. *SSX* is a solid snowboard hybrid title that does a great job of showcasing the PS2's capabilities.

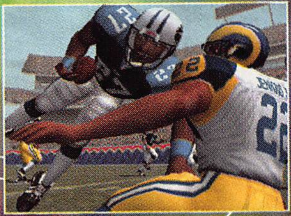
KO Kings



The *KO Kings* franchise is still trying to find itself. As of yet, it still hasn't produced a good boxing title, despite benefiting from large sales. Hopefully, 2001 is the year of the slugfest for *KO Kings.*

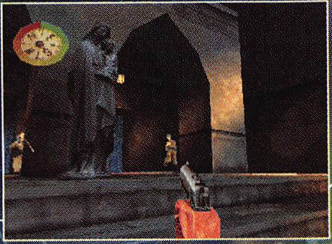
Madden 2001

Madden is still the crown jewel of the EA Sports line, and *Madden 2001* looks fantastic on all systems. Most impressive is the PS2 version, which looks on par with Sega's *NFL 2K1.* It's a port of the PC version, though, so I fear that its 'touchdown bug' may still be present.



Medal of Honor: Underground

Underground, the sequel to *Medal of Honor,* is a series of further missions set against the backdrop of WWII. This time out, you play a French Resistance fighter battling Nazi occupation in France. The already-solid engine that propelled the original has been tweaked, and the addition of new weapons, better AI and more levels make *MOH:U* a worthy sequel.

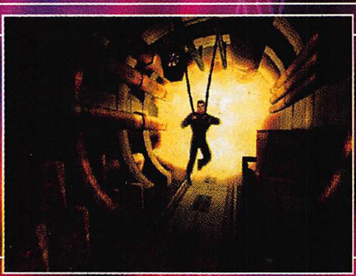
NCAA Football 2001



This old college try has consistently been better than its pro counterpart, *Madden,* and the fact that no PS2 version was at the show is disappointing. This franchise, while stellar, is getting stale on the PSX, and needs a breath of new life on the PS2.

The World Is Not Enough

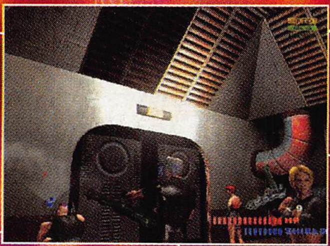
The highly anticipated shooter based on the Denise Richards movie (Pierce who?) follows the further adventures of our favorite philandering spy. The PS2 version still chugs a bit, but rest assured that the frame-rate will be high when this puppy hits the shelves.



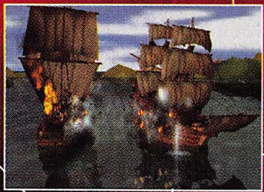


X Squad

Control a team of four soldiers in this action shooter title that features a bunch of big guns and a ton of violence—yay! Bioterrorists threaten humanity, and it's up to you to track them down and neutralize their threatening weapons of destruction.

Pirates of Skull Cove



O.K., so it isn't a sequel to Sid Meier's phenomenal *Pirates!*, but it'll have to do... We've been jonesing for a swashbuckling game such as this, and couldn't be more excited about the prospect of sailing the seven seas again.

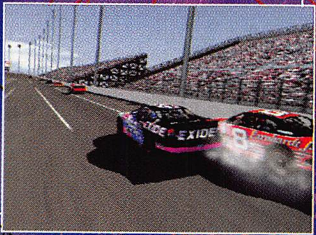
Triple Play 2001

Ugh, no PS2 version yet. *Triple Play 2000* was a major turn around from the year before, and *2001* just picks up where it left off. The envelope has been pushed to its limit, though, so this game may strike some as stale. *WSB 2K1* will soon be released for the Dreamcast, so it's hard to do anything but yearn for the PS2 version of *TP2001*...*(no screen shots available)*

NASCAR 2001

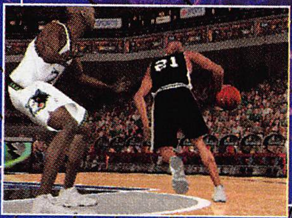
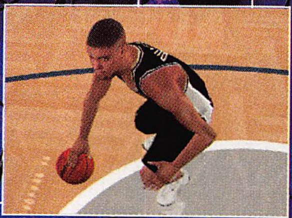
NASCAR is (still) mind-bogglingly popular, and has never looked better than when done by EA. This newest installment may only be incremental in its improvements over last year's, but rest assured that the PS2 version will thrill fans.





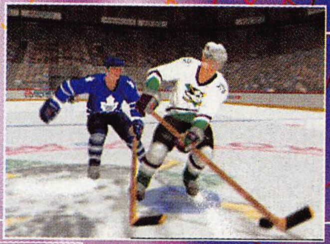
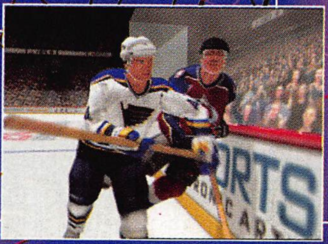
NBA Live 2001

The best basketball game on the PlayStation just keeps getting better... *NBA Live 2K1* is still more of the same, but with tweaks to certain areas of the game, and should continue to be the front-runner in the genre.

NHL 2001

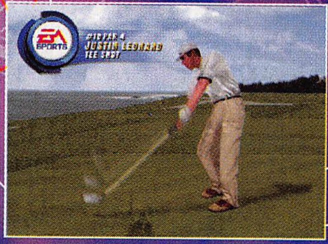
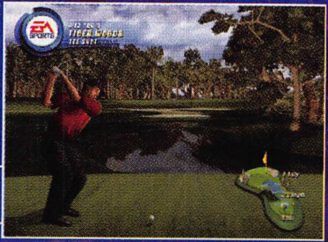
Madden may be the crown jewel of EA Sports, but *NHL* has consistently been its best franchise. With the exception of 2000, when *FaceOff* edged it out, *NHL* has kicked major butt, and will continue to do so in this latest PSX version, as well as on the PS2.

Tiger Woods PGA Tour 2001



It's golf, and it has a Tiger Woods license to float it. If you've followed EA's golf games in the past, you know that it makes some good ones, and *Tiger Woods PGA Tour 2001* will be no exception. More courses, more options and better graphics will make this a must-have for fans.

Empire's been lurking in the shadows these past couple of years with little to show... The few games it has, though, are ones we're eager to get our hands on. Niche titles are what Empire's all about; many of these titles are scheduled for European release with no definite dates set for the U.S.

Empire

Pro Pinball

A beautiful-looking recreation of the best type of arcade gaming experience: the pinball machine. Pinball features unlimited replayability and the best in game design, but nonetheless, has lately been relegated to the smoky corners of pool halls and bowling alleys. This "platform" needs a serious revival. *(no screen shots available)*

World Sports Cars

A stout physics engine will propel this ultra-realistic racing sim. Highly detailed tracks, slick vehicles and the ability to damage your cars are just some of the features that'll make this more than just your garden-variety title. *(no screen shots available)*

Speedball 2100



In this action puzzle game, players must lay pipe to defeat the enemy. Connect them the wrong way, and you'll drown in a pool of ooze, so stay sharp. There are ten different worlds to lay pipe in.

Starsky and Hutch



In this game, based on the popular television show of the 1970s, Huggy Bear and company are back to their old tricks. You're not just playing cops and robbers, though, you're playing cops and robbers in that badass car.

Sheep



Herd your dumb sheep to the safety point without getting them killed. This is a game we were very excited about at last year's E3, but was delayed because SCEA wanted the developers to make it 3D. Regardless of how unbelievably ignorant that is, *Sheep* still looks like a ton of fun, and hopefully, will be on shelves by Christmas.

Ford Racing



Another racing sim to glut the PlayStation. This time, Ford's licensed all the cars. There'll be fifteen different racers and a series of championship runs, from three-race mini-championships to a full eight-race cup.

Speedball 2100



This update of the classic 16-bit game is a fast-paced, futuristic sport that resembles a cross between rollerball and football. The key is that the game will play like its 16-bit, sprite-based counterpart. That's a good thing, people...

Ghost Master



An RTS title, in which you play the part of an evil spirit and try to scare the bejeezus out of a bunch of humans to force them out of a given area. *Ghost Master* will draw on slasher flicks and other B-movie genres for its blend of action and comedy. Think "Beetlejuice," and you'll get the idea.

Spin Jam



Spin Jam, another puzzle game that taps the "shoot-colored-balls-at-other-colored-balls" play style, is essentially nothing more than a rip-off of *Ballistic*. New puzzle games are almost always welcome, but innovation and ingenuity should play a factor.

Enix

Enix's booth was tucked away in one of the less-frequented meeting halls, apart from Sony, Sega and the majority of high profile third-party developers, but the company's return to publishing was still respectable. Its reception desk was filled with plush slimes, and its fourth-quarter lineup isn't too shabby. It includes a great-looking RPG in *Valkyrie*, a slick music game in *Groove 2* and the tease of *Dragon Warrior VII* somewhere in the late 2000/early 2001 range. Things are certainly looking bright for this once-famous publisher that has reopened its doors in the U.S....

Bust A Groove 2

This is the sequel to *Bust A Groove* (published by Sony), one of the first crazy music games to dance its way into our hearts on the PS with its awesome characters, catchy music and stellar motion captured. All of your favorite characters (Shorty, Kitty-N, Hiro, etc.) return with new outfits and backgrounds, while newcomers (Tsutomu, Comet, and Bi-O) hop into the mix as well.



Valkyrie Profile

Epic battles and Norse mythology combine for a great overall package in this gorgeous 2D RPG that has everyone talking. Your job, as a goddess fighting in Valhalla, is to return to Earth to recruit souls to help aid your cause. Exploring dungeons, you'll discover artifacts of great power and amass an army of ghostly warriors which you can send as reinforcements to Odin. *Valkyrie* is Enix's flagship title this year, so don't expect the company to keep this one Lo-ki...



Dragon Warrior VII

At the heart of the Enix empire lies a series that's much hallowed in the Land of the Rising Sun. *Dragon Warrior VII*, the only RPG that can even hold a candle to Square's almighty *Final Fantasy*, is set for release this August in Japan. It's doubtful we'll see a U.S. release this year, but you can bet that Enix of America is salivating at the chance to bring this monumental three-disc game over. We were able to play it behind closed doors, but RPG fans will probably have to wait till early 2001 for it.



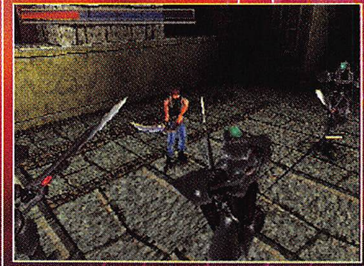


Torneko: The Last Hope

Torneko: The Last Hope, the predecessor to Square's popular *Chocobo's Mysterious Dungeon* line of games, is the one that started it all... It stars Torneko, the hero from *Dragon Warrior IV*, and is a randomly generated dungeon explorer set in the *Dragon Warrior* universe. Expect character design by the world-famous Akira Toriyama (*Dragon Warrior*, *Dragonball Z* and *Chrono Trigger*) and many, many hours of gameplay.



Blade Arts



This hack-and-slash PS game boasts character design by Nobuteru Yuuki (who was responsible for anime like "The Record of Lodoss War" and "Escaflowne" and games like *Chrono Cross* and *Seiken Densetsu 3*). Wielding your single blade of death, you'll be able to hack enemies limb from limb and trounce multi-screen-filling bosses in this bloodletting fest.

FOX Interactive

Fox Interactive's strength lies in its movie licenses, which can be as much a bane as they are a blessing. Everyone knows that almost all video games based on movie licenses suck, trapped within the confines of a plot not suited for the interactive arena. Still, we continue to crave gaming experiences that take us closer to the movie heroes and villains we've grown up watching on the silver screen. Fox is our portal, and it looks as though it's broken the mold...

Titan A.E.

You need only look back two issues to see the cover story we did on this title. *Titan A.E.* is not only an adventure game, but will also include an arcade flying mode for extra excitement. If this game is able to rise above the usual movie-to-video game garbage heap, then Fox may have a solid franchise on its hands.



Alien Resurrection

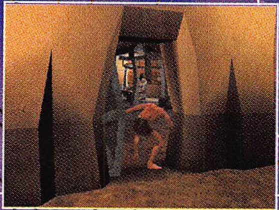
The PlayStation's been missing two things: a good first-person shooter and another "Alien"-themed game. With Alien Resurrection, though, it gets both. A robust engine powers this exciting and atmospheric FPS based on the 1998 box-office bomb. If the movie was half as good as this game is in only its alpha stage, the series may not have been ruined after all...



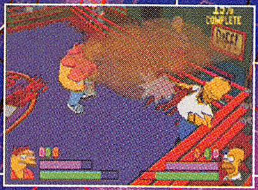


Planet of the Apes

"Soylent Green is people!" Oh wait, wrong license... Charlton (or "Chuck," as those of us who are able to sit through all of his films like to call him) Heston's most memorable role becomes its very own action title in this newest film-to-game port. Revisit Cornelius, General Urses and Dr. Zauis in this simian survival horror title. It still needs work, though (its player animation is still a bit stiff), if it hopes to live up to its license.



Simpsons Wrestling

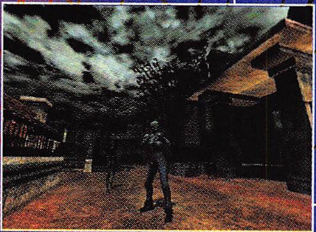


This title's way early and quite busted. The lure of being able to wrestle with your favorite "Simpsons" characters is quite strong, though. More than any other Fox title, this game needs to be nurtured. There has yet to be a good "Simpsons" video game, which is criminal, considering that they're our generation's biggest pop culture icons.

Buffy the Vampier Slayer

This femme fatale's going digital! Buffy is a third-person action/adventure that takes place within the first season of the show. I'm a little skeptical of how the PS version will turn out, but the Dreamcast title looks as scrumptious as Ms. Gellar herself (Karl Malden nose and all), even at this early stage.





World's Scariest Police Chases



Bust out that radar gun and grab yourself a collar—WSPC will put you behind the wheel of a black-and-white as you patrol cities like L.A., New York and Chicago. There are no reprimands for brutality, either, so don't be afraid to pull the trigger on that anti-tank weapon. Besides, that Ford Focus looked suspicious...

In the unlikeliest of places... across the street from the Los Angeles Convention Center, in a fenced-in parking lot, filled to capacity with air-conditioned trailers full of demo games, free beer to help unwind and pretty models dressed as Catholic schoolgirls... we found G.O.D. The Gathering of Developers has been around for a while, throwing conventional methods out the window, and you can tell that it's having fun doing it. You may not have heard of G.O.D. previously, because its main focus has been PC games, but with the arrival of 128-bit consoles, it's paying more attention to the console market.

G.O.D.

Rune

Rune and *Heavy Metal F.A.K.K. 2* are G.O.D.'s two high-profile PC titles. Officially, there have been no announcements of console ports for either of these games, but we do know that G.O.D. is "looking into" bringing them to a next-generation console. Dreamcast? PS2? X-Box? Expect more news on this Viking adventure game soon.



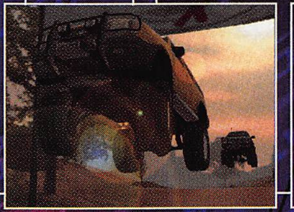


Railroad Tycoon II



Tremor promises that this isn't just another hack-job PC port. They're taking the time to modify the game so it's console-friendly in terms of both gameplay and control. It also offers online play, and there aren't many sim/strategy games out there, so you might want to check this one out.

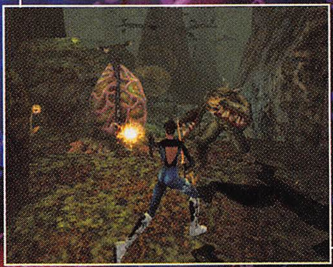
4x4 Evolution

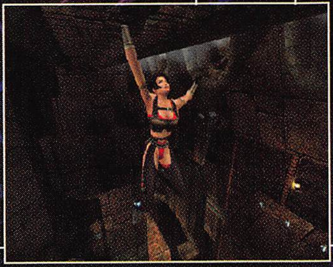


This off-road racer will be one of the first titles released for Sega.Net in August. When playing online, the frame-rate's about 30, but it's respectable, and the lag is manageable. This is one of the first games in which DC owners can play PC gamers, so keep an eye out for it!

Heavy Metal: F.A.K.K. 2

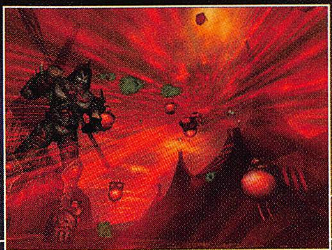
This one (another PC title that we'll probably see on an unidentified console soon) stars B-movie amazon Julie Strain, and is based on the *F.A.K.K. 2* character, so it carries the "Heavy Metal" seal of approval (and that of her husband, Kevin Eastman, who owns "Heavy Metal." Yes, the "Teenage Mutant Ninja Turtles" Eastman). A pissed-off Julie seeks vengeance for the death of everyone on her planet—who wouldn't want a piece of that?

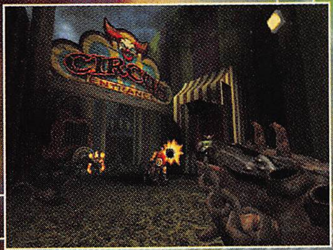




KISS Psyco Circus: The Nightmare Child

Screens loaded with enemies, online play and Gene Simmons' tongue... how can you say no to *Psycho Circus?* It not only features the members of KISS, but it's also got a crazy cast of nightmarish characters from a circus gone awry! It's not over till the Fat Lady gets fragged...





Hasbro Interactive

The makers of *Monopoly* had several "budget" titles to show off at this year's E3. Surprisingly, however, all of its titles save *Frogger 2* (which will also make an appearance on the Dreamcast) are appearing solely on the PlayStation. What, no PS2 *Family Feud*?! I guess *Metal Gear Solid 2* still has a chance...

Action Man: Mission Xtreme

When the Super Friends fail, Action Man is there to pick up the pieces. Who's Action Man, you ask? Well, he is, of course, a man of supreme action and great mystery... O.K., we threw that last one in for good measure. His missions do involve dangerous espionage and strategy, though, so perhaps we aren't that far off. Now you know as much as we do...





Tonka Space Station



From the sandbox to outer space, Tonka toys have sure come a looong way over the years. Now it's up to you, man-child extraordinaire, to assemble and maintain the Tonka Space Station and provide the inhabitants with food, fuel and protection from deadly meteors.

Galaga: Destination Earth



Forget buying a *Galaga* cabinet on eBay, this newest update easily puts the original to shame. As in *Galaga* of old, your mission is to annihilate enemy ships while chasing them through space wrecks, asteroid fields and other exotic off-world locales.

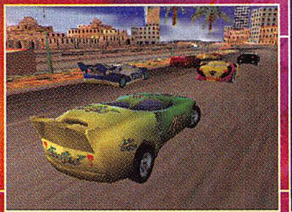
Frogger 2: Swampy's Revenge



It's sure frightening when a developer's biggest game is... *Frogger*. Nevertheless, everyone's favorite virtual amphibian (and tasty road kill) is set to grace the aging PlayStation and mighty Dreamcast this September. This time around, Hasbro's including a bit of multi-player mayhem, new characters and twenty-one bone-crunching levels for *Frogger* enthusiasts who didn't get enough play back in the 1980s.

NASCAR Racers

Something just doesn't feel right about mixing NASCAR racing with Saturday morning cartoons, but a *NASCAR Racers* video game might be a little more on the realistic side. The game features selectable NASCAR drivers straight from the show and eight fast-paced tracks to choose from. This should prove to be the PS game Billy Bob and kin were begging for.



Breakout

Remember *Pong*? Remember the game that came out after *Pong*, and looked remarkably like it? Well, I bet you've been counting the days till somebody injected life into Atari's *Breakout*, and luckily for you, somebody must have heard your hard-core prayers. Hasbro's now set to deliver all the block-breaking fun of the original *Breakout* with an awesome new 32-bit facelift.

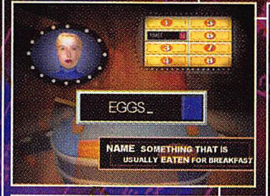


Nicktoons Racers



Gee, another kart racer for the PlayStation... where in the world do all these wacky developers come up with such original concepts?! But hey, if you're going to blow out a genre, why not do it right? Angelica, the Angry Beavers, Sponge Bob and a load of other zany Nickelodeon personalities lend their humorous talents to—you guessed it—a Nickelodeon-inspired kart racer. Feel the pain!

Family Feud



Richard Dawson (the original "Family Feud" host) has passed on, and the amount of dysfunctional families in the U.S. has risen to a staggering amount. So who else could possibly settle all those ridiculous family dramas? Survey says... the PlayStation! That's right, the PS might be on its last legs, but nobody's telling Hasbro that. Keep those hands by your buzzer, and somebody wake up Grandma... she's starting to snore again.

Wheel of Fortune

Two words here: Vanna White. That's right, she might be old enough to be your (grand?)mother, but Vanna can still reveal letters with the best of 'em. And now, with state-of-the-art PlayStation hardware... aw, forget it, it's *Wheel Of Fortune*. What do you expect?



Infogrames

Infogrames was one of the surprising underdogs of the show, with more games on display than ever before. The highlight was a behind closed door display of *Oddworld: Munch's Oddysee*, which looks on course raise the standard of first generation PS2 games. The DC is also well represented, with *Test Drive Le Mans, Alone in the Dark* and *Stunt GP* being just a few of solid looking titles coming this year. Look for Infogrames to take licensing madness to a new level, with no fewer than 8 "Looney Tunes" games in development for various systems.

Unreal Tournament

UT looked good, save for two things: the control and the frame-rate. Controlling a first-person shooter with the Dual Shock should be outlawed due to the sheer frustration factor. No units were set up with the standard keyboard/mouse combo. Right now, the game moves between 15 and 30 frames per second, but I've been assured that the final product will lock it in at 40.



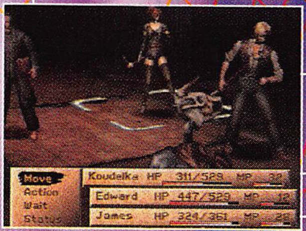


Oddworld: Munch's Oddysee

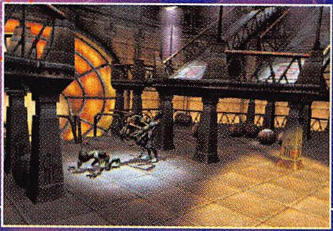
The third outing in the *Oddworld* series was playable only behind closed doors, but is coming along quite nicely. Unfortunately, Sony isn't helping much with the problems nagging PS2 development (which everyone other than Konami seems to be suffering from)... Either way, you can expect Oddworld Inhabitants to raise it to an amazingly high standard of excellence before going gold, which may thwart a PS2 Launch Day release.

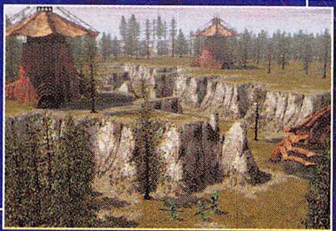
Koudelka

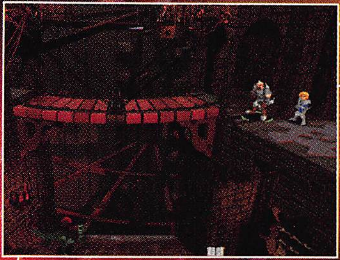
SNK's long-awaited gothic game finally makes the transition to America and brings with it the intriguing story of Koudelka Lasant and her journey through a haunted monastery. The game features turn-based battles and 3D backgrounds, and will ship in the coming months.

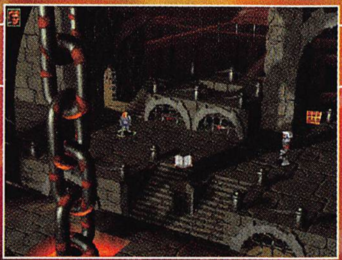












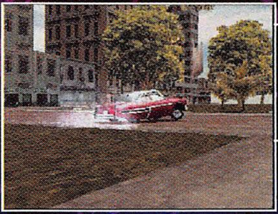


Silver

The land of Jarrah has fallen under the malevolent power of the ancient sorcerer Silver, and it's up to one knight to save the day. David must interact with the game's fifty unique characters and battle Silver's minions in real-time combat to recover the eight magical orbs that have been stolen. Expect it to hit the RPG-starved DC in the second quarter of 2000.

Driver

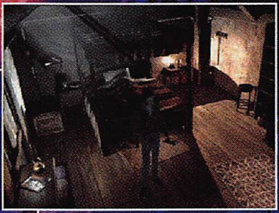
"The wheelman returns," and brings a host of new features with him. This time out, you'll have new courses (Chicago and Las Vegas among them) and new 'curved road surfaces' to contend with. Expect the same great action on both systems this fall.

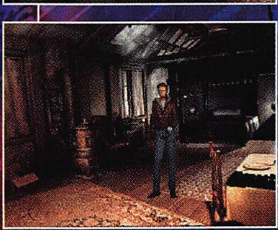


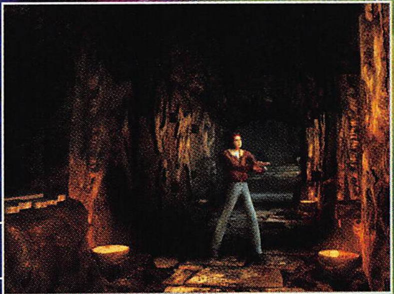


Alone in the Dark: The New Nightmare

The original "survival horror" game returns, and brings new features in tow. With a creepy ambiance, hideous monsters lurking around every corner and some of the best dynamic lighting seen in any game to date, this one's gonna hit the PS and DC hard come the fourth quarter of 2000.





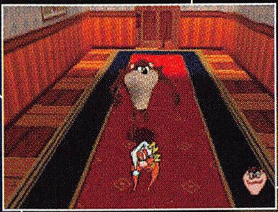


Duke Nukem: Planet of the Babes

In this latest adventure, aliens attack Earth, and Duke becomes the sole hope for a planet of luscious hotties. Sadly, the game still needs a lot of work to keep the frame-rate out of the single-digit realm, but should get the full treatment before its release.



Taz Express



Poor Taz. His days of sitting around the house have come to an end, and his wife, She-Devil, forces him to work for a courier service. Taz must spin his way through over twenty-five levels and deliver ACME products to notable characters such as Yosemite Sam and Wile E. Coyote.

Duck Dodgers

Daffy Duck, with Porky Pig in tow, ventures into the twenty-fourth and a half century to prevent Marvin the Martian from destroying the earth with the Ultimate Weapon. Your job is to collect all the atoms and prevent the sinister plan from reaching fruition. (Reviewed in last issue)



Looney Tunes: Space Race



If you've ever wanted to win a lifetime supply of Acme products, this is your chance... Choose from a multitude of famous characters (including Bugs Bunny and Elmer Fudd) and race through twelve Looney Tunes-inspired tracks.

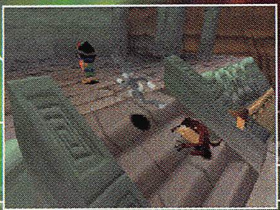
Looney Tunes: Racing



Kart racing gets Looney when Bugs, Marvin, Daffy and the rest of the gang are invited by the Acme Corporation to compete for the title of "Wackiest Racing Champion." With sixteen tracks and more weapons that you could shake a stick at, LTR will support multiple players for the total party experience.

Looney Tunes: Bugs Bunny & Taz Time Busters

Daffy Duck is up to his old tricks again. He's stolen Granny's time machine and taken a precious gem with him into the past. Bugs and Taz team up to chase Daffy through five different time periods (each from the cartoons, of course) to restore the natural order and save the day.



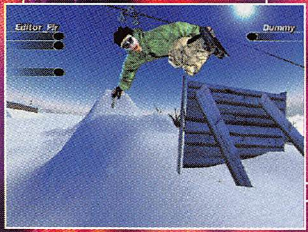
Looney Tunes: Sheep, Dog & Wolf

Okay, now this is truly a Looney one... The little-known Sam Sheepdog and Ralph Wolf may have faded from your memory (don't remember "Mornin' Sam." "Mornin' Ralph."?!), but both will appear here in their respective roles. Use strategy and all Acme products available to steal those sheep away from Sam. Very comical tones.

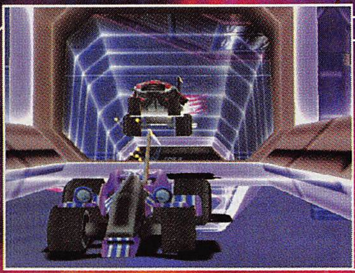


Boarder Zone

Boarder Zone (based on the PC game of the same name) gets revamped and juiced up for the Dreamcast. With input from real snowboarders, the game will feature four event modes, realistic physics and a free run mode. Tunes from Pennywise, No FX and Bad Religion (Bad English to ECM) will spur players on along the way to catch mad air.




Stunt GP



Take equal parts RC car madness and super stunt-fueled mayhem, and you've got Stunt GP. With points awarded for massive stunts, insane track layout and AI that gives each competitor a distinct style, look for some serious fun come fall 2000.

Demolition Racer: No Exit

If you've ever wanted to race fifteen other cars and smash them into metal chunks at 60 fps, DR: NE is the title to get. The game features ten new tracks and at least fourteen new cars to test out. Go solo, or use the split screen for simultaneous two-player action. Cars will also disintegrate as they sustain increased damage, with effects including smoke and fire. *(no screen shots available)*

Wacky Races

Wacky Races features the comical antics of Dick Dastardly, Muttley and Penelope, and sports twenty-two tracks with various themes to race on. It's kart racing with a twist, as Warner Bros./Hanna-Barbera voice actors add color commentary to the game.



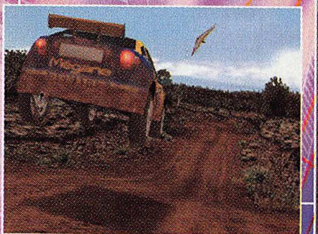
Hogs of War



Hogs of War takes a page from *Worms'* book of turn-based strategy and gives players six countries and a long list of weapons from which to choose. The task is simple: Eliminate all other teams with your three hogs. If the twenty-five missions aren't enough, you can use the level generator to create new maps to blast through.

Test Drive V-Rally

The popular rally racing game gets an upgrade on the DC, with better textures, frame-rate and some cool new features. Each car will sustain damage from collisions, as well, which you can see from many of the multiple views on more than eighty tracks in the game. Expect it this summer.




Indy Racing 2000



Infogrames ventures into new territory with its combination of the IRL license (yielding real drivers and tracks) and an intricately modeled physics engine... The game focuses on the realistic action of Indy racing, and its cars will sustain damage and handle accordingly. Look for the game in the month of June.

N-Gen Racing

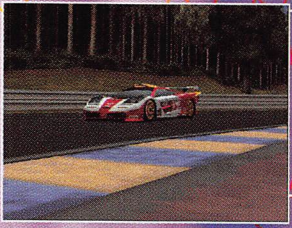
N-Gen Racing, developed by former members of Psygnosis, pits you as pilot of a host of fighter planes in the near future. The goal is to race around multiple tracks and stay within a designated trail to avoid time penalties. Multiple weapons will be present, as well, á la *Wipeout*.



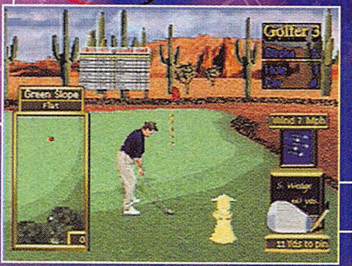
Test Drive Le Mans

Le Mans has long held the record for endurance races, clocking in at over twenty-four total hours. And come this fall, you'll have a chance to try it (or opt for a compressed game of twelve, twenty-four, sixty or 360 minutes) in a 60fps DC game. Test Drive Le Mans will include cars from well-known manufacturers (such as BMW and Nissan) and the ability to race three other players on a split screen.





Peter Jacobson's Golden Tee Golf



GTG brings the arcade game home, along with Peter Jacobson's hints, and adds many new features. All of the standard golf modes (Stroke, Match and Skins) are intact here, and it'll support both digital and analog control.

Interplay

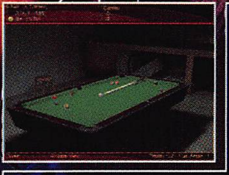
This company's seen some tough times (its buy-out by the French has got to be somewhere near the top of that list), and its console offerings are still anemic. What it did manage to do at this year's E3, though, was to introduce some of the absolute coolest PC titles of the show—*Baldur's Gate 2, Icewind Dale, Fallout Tactics* and the amazing *Sacrifice* (see, Shiny can make a good game), just to name a few. Interplay's always been one of the best PC developers, but it'll really need to concentrate on spinning that gold on the console. Maybe the coming of the X-Box will play a role in that...

Run Like Hell

Run Like Hell is a survival horror adventure set in a space station on the outskirts of the galaxy. This atmospheric tale of terror borrows heavily from such classic horror movies as John Carpenter's "The Thing" and "Alien." Search for your missing fiancée, whom you fear has fallen victim to the evil monstrosities that now control the station. Still a long way from complete.



Virtual Pool



This is the best-selling pool franchise in the world, but until now, it's been a total yawn. Sure, the physics of the table are absolutely perfect, but why continue playing? This time out, a detailed career mode's been added, so players can now hustle their way from a small, stuffy garage to the big event in Vegas.

Jaleco

Last year, Jaleco had a very small conference room in Kentia Hall, and this year... well, this year, Jaleco didn't even have a space (not even a closet-sized booth) at the convention center. Of course, no one bothered to tell the Judge, our Third-Party Liaison, who wandered the show floor aimlessly in search of the hidden developer. Sadly, its whereabouts (and the Judge's) are still a mystery...

Vampire Hunter D

This *Resident Evil*-style game is based on the unbelievable anime "Vampire Hunter D," as created by renowned character designer (and man behind several of the *Final Fantasy* games) Yoshitaka Amano. Players must battle bloodthirsty vampires and penetrate the Castle of Chaythe to save a kidnapped woman.

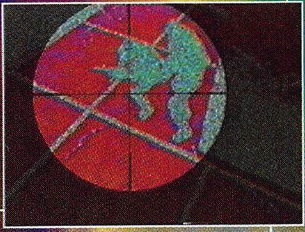




Navy Seals

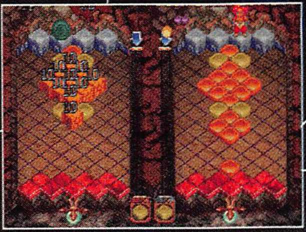
Charlie Sheen and Michael Biehn return in this heart-stopping sequel to... man, got confused there. O.K., this upcoming PS2 first-person shooter's got little to do with the 1990 Sheen classic, but I'd bet that the game's premise isn't that far off from that of the film.





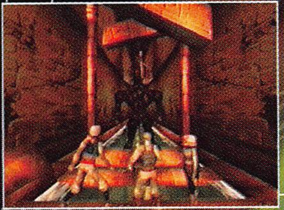
Builder's Block

Bust a Move meets *Tetris?* It might sound crazy, but Jaleco's newest puzzle/demolition game pits players against one another as they attempt to wipe out newly created structures and send the remaining blocks onto their opponent's screen. Players can also choose from several different playable characters, each with their own unique abilities.



Fantasy

Jaleco's PS2 action/RPG effort known as *Fantasy* was shown only on video, but looks like it's coming along smoothly. Word has it that the game will feature over one hundred different scenarios for players to encounter. Apparently (at least, as far as we could tell from the brief video), players can interact with paintings similar to the way Mario entered levels in *Mario 64*.



Kemco

Each year, it seems Kemco offers a bit more of a mainstream lineup—and this year was no different. Its booth was not only larger (though it still lacked the all-important booth babes), but it managed to land a big-name license like Batman. *Top Gear* loyalists, have no fear, Kemco's got you covered, too, and this time, in full PS2 glory! But no *Daikatana 64*? Somehow, we weren't surprised. One thing that game definitely needs more of is time.

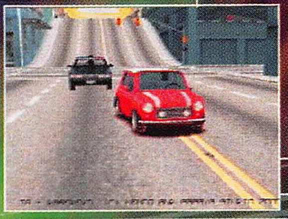
Batman Beyond

GBC

Bruce Wayne might be old and gray, but his legacy still lives on as a new hero dons the famous black mask. Unfortunately, with this devilish new costume comes a wave of new villains to keep the Dark Knight's hands full (what we wouldn't give for an update to the Genesis *Batman and Robin*).



Top Gear Dare Devil



Imagine the insanity of Sega's *Crazy Taxi* injected on the PS2, and you've pretty much got a handle of Kemco's *Top Gear Dare Devil*. Tear up the streets of San Francisco, Tokyo, London and New York while avoiding black and white enemy cars intent on ruining your destructive fun. Forget the realism of *Gran Turismo 2000*, Kemco knows what real racers want... crashes!

Koei

Koei, the little company that could, has managed to carve itself a nice little niche in the industry... Known primarily for its historical simulations, Koei looks as though it's ready to branch out a little. We highly doubt that we've seen the last of the *Romance* series, but it's exciting to see the developer break out of its routine and try something a bit... um... different.

Dynasty Warriors 2

DW2 is not as epic in scope as *Kessen*, but it's no less impressive. This feudal beat-'em-up is a solid 3D romp in which players take control of a single warrior amid a series of mighty battles. Become a one-man army as you cut a swath through enemy forces, turning the tide of each conflict!

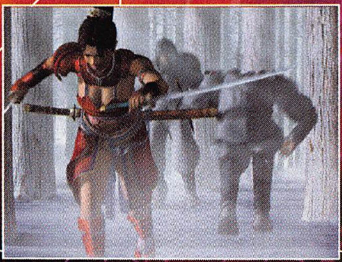


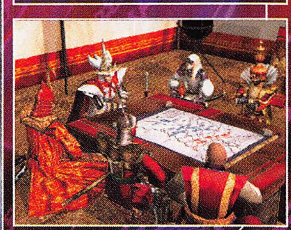




Kessen

O.K., so *Kessen* isn't very different from *Romance of the Three Kingdoms* in concept, but what execution! This game, while certainly not for everyone, will have all of the elements of a fantastic strategy game. It practically plops players right smack in the middle of Akira Kurosawa's "Ran"—which is not too shabby a place to be.





Konami

Konami had almost a dozen games on display, but this year was all about *Metal Gear Solid 2* and the new partnership with ESPN. Konami's not only poised to grab control of a lion's share of the PS2 market, but Konami Sports is making a push to control 50% of the sports game market as well. Of course, that goal is about as realistic as my dream of becoming an astronaut, but it's clear that Konami will be one of the powering forces behind Sony's new machine.

Metal Gear Solid: Sons Of Liberty

It was only a video at the show, but it certainly garnered the most attention of any product on the floor. The sequel to the ground-breaking PlayStation title *Metal Gear Solid* could shape up to be the best-looking, best-playing and best-selling console game of all time. Then again, the video may be a bunch of bunk... *(See Showstoppers for more info)*





Age of Empires II: Age of Kings

One of the PC's best and most popular real-time strategy games ever is coming to the console... Build armies, fortify cities and vanquish enemies as you race to make your civilization into the most powerful empire in the world. You'll need both diplomatic skills and military guile to best the twelve other competitors, and don't forget to invest in technology, too. It'd be a shame to send your pikemen up against a wall of tanks.





Zone of the Enders

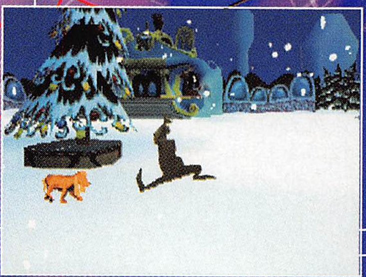


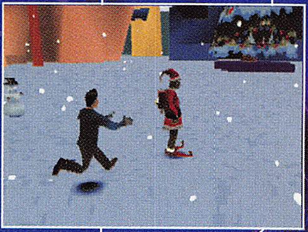
Nicknamed *Z.O.E.*, *Zone of the Enders* is a futuristic mech fighting game that could be the PS2's answer to *Virtual On: Oratorio Tangram*. The development team borrows a couple members from *Metal Gear Solid*. Hideo Kojima (creator of Metal Gear) is producing, while the mech design is done by Yoji Shinkawa (character designer for MGS). *(See Showstoppers for more info)*

Grinch

A third-person adventure starring the Grinch?!? Yes, it's true—now you can take control of one of the cartoon landscape's most notorious villains! Travel through Who-ville and bump into many familiar faces, including the cute little Cindy Lou-Who. The lack of any violence might turn some gamers off, but the rest of us will be overjoyed to take a stroll down memory lane with Dr. Seuss' most beloved story.

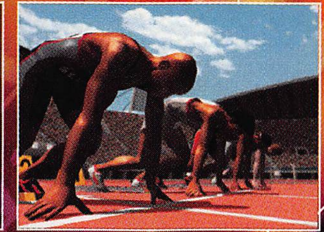






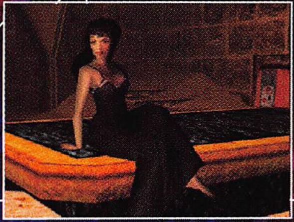
ESPN International Track & Field

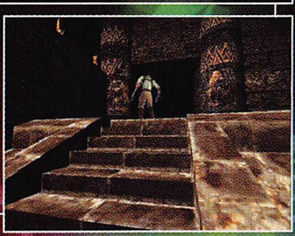
As we begin to grow weary of this heralded franchise on the PlayStation, Konami amps it up and lets it loose on both the Dreamcast and PS2. The game features twelve events and up to four players at once, and remains one of the best multi-player games out there. On the heels of the Sydney Games, it'll satiate our need for the thrill of victory and the agony of defeat at the hands of our smug friends.



The Mummy

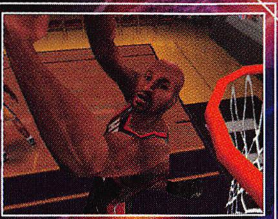
The Mummy is a third-person action/adventure game based on the movie that puts gamers in the shoes of treasure hunter Rick O'Connell. Like just about every other action/adventure title on the market, expect to navigate treacherous dungeons full of bottomless pits, deadly traps and evil minions in the quest to solve tedious puzzle after tedious puzzle. No word yet on whether or not there'll be a bonus stage in which you get to beat Brendan Fraser with a baseball bat for making "Dudley Do-right..."

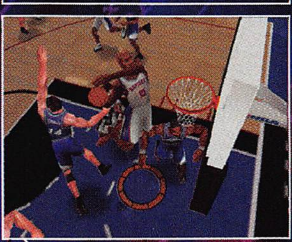


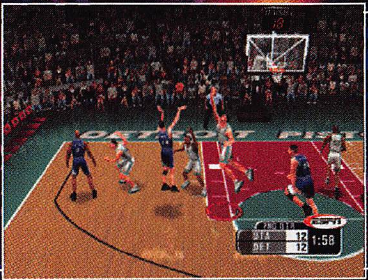


ESPN NBA Tonight

ESPN NBA 2Night, another of Konami's initial PS2 titles, will loom large on the system that'll be powered by sports titles at its launch. Some impressive graphics and ESPN style may not be enough, though, to help it against Sega's *NBA 2K1*. This title will need to play to perfection in the end if it hopes to topple the Visual Concepts giant.







Gradius III & IV

One of the shooter genre's most popular franchises, *Gradius* is now making the leap to the 128-bit era. Packing both *Gradius III* and *Gradius IV* onto one disc will give shmup-heads everywhere (like the troubled ECM) hours and hours of button-mashing um... entertainment. Check out our review of the import in the July issue.



ESPN X Games: Snowboarding

This is a genre we're rapidly growing tired of, but Konami has us excited nonetheless about *ESPN Snowboarding*. This fully licensed snowboarding game is one of Konami's first PS2 titles, but has four authentic snowboarding events, everybody who's anybody in the sport, and more sponsors and licensed tunes than you can shake a ski pole at.



Woody Woodpecker Racing



A much-deserved game for one of the greatest cartoon characters of all time. Unfortunately, it happens to be a racing title. Think *Disney Racers* with a cooler cast of characters. There'll be fifteen courses, five different racing genres (stock car, monster truck, etc...) and four-player multi-play. You get to race with Chilly Willy! 'Nuff said.

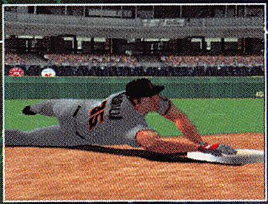
ESPN Great Outdoor Games: Bass Fishing



Cast your line into seven bodies of water from around the world in an attempt to land the biggest fish! Fully licensed *ESPN Bass Fishing* will include official boats, lures and rods to add to the realism of the fishing experience (if that's a good thing). Will this game be as good as *Fisherman's Bait 2*? Dunno, but that was one fun game!

ESPN Baseball Tonight

Joe Morgan and Chris Berman will be your play-by-play men for Konami's foray into the sport of baseball. Don't be scared, there are no marionettes running around this virtual diamond. Beautiful graphics, dynamic camera angles and a little ESPN know-how are a great place to start when you're out to make the most exciting and immersive baseball sim to date.





ESPN MLS Gamenight

Now this is a game to get excited about... There's no doubt in my mind that Konami has consistently made the best soccer game: *International Superstar Soccer*. Now, take that engine, add an ESPN flavor and the MLS license, and you have a soccer sim worth pining for. The fact that this game hasn't been announced for the Dreamcast or PS2 is a bit disturbing, but it'll be there... it had better be there.



LucasArts

While it's odd that, year after year, LucasArts sets up a suite off the show floor, it's always regarded as one of E3's most exciting exhibitors (of course, it doesn't hurt that the majority of the planet's population are "Star Wars" fanatics). And can you guess what wondrous titles were being shown behind closed doors? Let's just say that, if you're tiring of "Episode 1" hype, prepare for the marketing machine to start all over again...

Jedi Power Battles

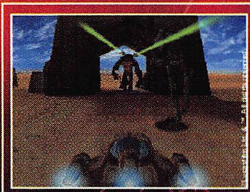
O.K., so maybe it's not as cool as *Super Star Wars* on the SNES, but if you're a fan of the SW universe, how could you possibly pass this one up? The main drawback is that it's a port of the PlayStation version. Let's hope that LucasArts makes use of the DC's power and adds a few new visual effects (no, high resolution does not count). *(no screen shots available)*

Star Wars: Super Bombad Racing



Super-deformed "Star Wars" characters in a kart racer? Move over *Mario Kart*, the force is definitely strong with these miniature racers! Darth Maul, Anakin, Jar Jar Binks (hmm, could've left him out) and the rest of "Episode 1"'s cast of Jedis and aliens are set to tear things up in a galaxy far, far away.

Star Wars Demolition



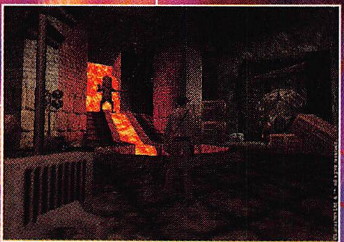
Just when you thought it was safe to take your Rancor out for a peaceful stroll, out comes a speeder-bike with blasters pointed right at your noggin. If you hadn't guessed, *SW: Demolition* is a car combat game set in famous SW locations. Luxoflux, maker of *Vigilante 8*, is at the helm on this one.





Indiana Jones & The Infernal Machine





Indy finally makes his way back to a home console, and who better to serve up his latest adventure than the folks at LucasArts (not that George himself had a hand in the development)? Expect the whip-wielding crusader to test his courage/insanity in exotic and deadly regions like the mountains of Kazakhstan.

Star Wars: Battle For Naboo





Fans of *Rogue Squadron* should absolutely love Lucas's newest "Star Wars" N64 cart... This time, players aren't restricted to air combat alone—*Battle For Naboo* offers a multitude of fast moving ground vehicles. With stages crafted by LucasArts and programming by the skilled members at Factor 5, this cart should easily make out-of-this-world sales.

Star Wars: Ep. 1 Starfighter

Lucas's first PS2 effort is looking pretty sweet with killer lighting effects and gameplay akin to *Colony Wars* on the PlayStation. As players battle for the safety of Naboo, they'll find themselves in control of over thirty fully rendered starships, narrowly avoiding death as they engage in deadly intergalactic dogfights.

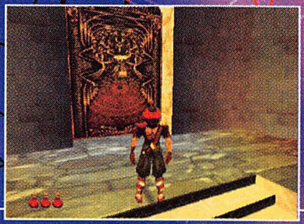


Mattel

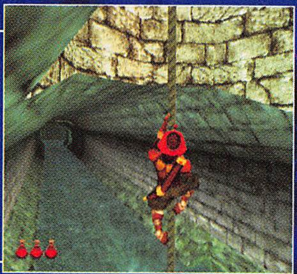
Now here's a company to watch... Like Hasbro, Mattel is a toy company with a ton of cash and an eye on the prize. Many of its titles, like Barbie, are kiddy fare, but the company is to be taken seriously. Bernie Stolar now runs the show, and he knows how to steer a game company. This first crop of older-skewed titles runs from lukewarm to hot. Expect Mattel to be a legitimate major player within the next two years.

Prince of Persia

It's been a while since a *Prince of Persia* title graced a home console. Jordan Mechner's brainchild is getting a facelift on the Dreamcast, though, and will feature much of the same style of action seen in its predecessors. This 3D adventure takes place in the 12th century, as you must save your lover from the clutches of an evil sultan.



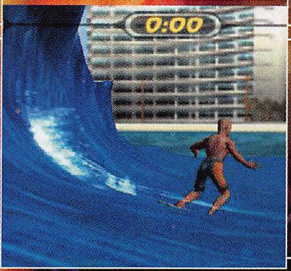


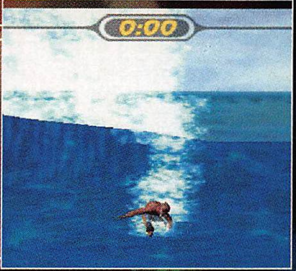


Billabong Pro Surfer

Finally, a surfing game! I've been waiting for this since *California Games*... This was Mattel's coolest title at the show. Some boys Down Under are in charge of its development, so you know it'll be authentic. The game will take players to exotic locales to surf against the world's best. Expect some solid wave physics and serious tube action.







Max Steel





You play Max Steel, N-TEK agent and terrorist butt-kicker. In this game, based on the popular line of Mattel toys, a rebel group known as DREAD has kidnapped Max's boss, and Max must act fast in order to save him. *Max Steel* is a 3D action game that'll contain standard fare such as puzzle solving and baddie beating.

Rock-'Em Sock-'Em Robots Arena

Rock-'Em Sock-'Em Robots is a fighting game based on the robot boxer toys of our parents' generation. Players can fully customize their fighters with an assortment of gadgets and weapons, then save them and bring them to a friend's house to wager robot parts in head-to-head action.



Metro 3D

Metro 3D is a new player in the console market, starting off with a conservative two next-generation titles, but plans to become a presence on both the PC and consoles.

Armada 2: Exodus





This strategy game is the follow-up to last year's incredibly average space shooter. This time, you play the role of governor of the space colony, and you must create and maintain a safe haven for your people. Choose from six playable races to help protect your flock.

Dark Angel: Vampire Apocalypse

An action strategy game that follows the story of a young woman who's been chosen by her dying people to find a cure for the disease that afflicts them. Discover the truth of the Warlord Yagma's schemes and do battle with the vampire underworld.



Midway

Uh, are these guys becoming the next EA, or what? My god, how many games can they possibly publish!? But in all seriousness, it's nice to see that Midway's lineup doesn't consist of arcade ports and sports titles alone... Games like *Deuce*, *Legion* and *4 Wheel Thunder* show that the Chicago company has its sights intently set on originality. And man, a *Mortal Kombat* game minus the fighting engine... It might not be everyone's cup of tea, but it definitely shows a willingness to develop outside the comfort zone.

Mortal Kombat: Special Forces





John Tobias' *Mortal Kombat: Special Forces* was first seen at last year's E3 (and in extremely early form), and is now, at last, heading to store shelves. Believe it or not, this latest *MK* installment leaves the overcrowded world of fighting games behind and transplants famed *MK* gladiator Jax into a beat-'em-up that any *MK* fan would be proud of.

4 Wheel Thunder

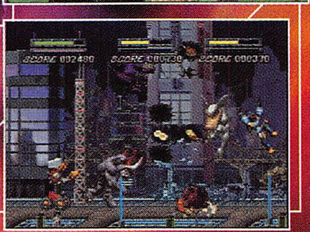
If you're still sour after playing *TNN Hardcore Heat* on the Dreamcast, Midway's got an excellent reprisal for die-hard off-road fanatics. *4 Wheel Thunder*, developed by Kalisto (makers of *Nightmare Creatures*) offers *Hydro Thunder*-style gameplay (boost, baby, it's all about boost!!) with some of the best visuals seen in a DC racer. Check our review in Volume 8, Issue 7.



Rampage Through Time







It's time again to renew that home-owner's insurance, because Midway's classic arcade hit is set to tear streets up on a PlayStation near you. More monsters and a ton of party-style multi-player games will keep cities throughout time in utter ruins. And you thought Godzilla knew how to make a mess of things... nonsense!

Arcade Skins Game

Let's get ready for a sequel. That's right, Midway's comical boxer that proved to be as much fun as *Mike Tyson's Punch Out* is set to deliver more below-the-belt blows and ridiculous "rumble flurries" than fans will know what to do with. But alas, only the PS2 version will have those sexy ring girls. *(not screen shots available)*

Formula One 2000

This port of the popular arcade game gets a mini-facelift in the form of new playable characters (dwarf, sorceress, knight and jester) and a series of stages from its sequel, *Dark Legacy*. Let's just say that, if you bought the N64 rev of *GL*, you'll be kicking yourself—this version looks a hundred times better. Check our review in Volume 8, Issue 7. *(not screen shots available)*

Rollcage Stage 2

The first *Rollcage* was certainly a unique combat racer, but sadly, it suffered from frustrating spinouts that caused many a migraine headache. The sequel, however, not only features a healthy assortment of new tracks, cars and weapons, but also a handling system that effectively keeps your vehicle pointed straight ahead. Check our Viewpoint scores in Volume 8, Issue 5.







Gauntlet Legends

This port of the popular arcade game gets a mini-facelift in the form of new playable characters (dwarf, sorceress, knight and jester) and a series of stages from its sequel, *Dark Legacy*. Let's just say that, if you bought the N64 rev of *GL*, you'll be kicking yourself—this version looks a hundred times better. Check our review in Volume 8, Issue 7.



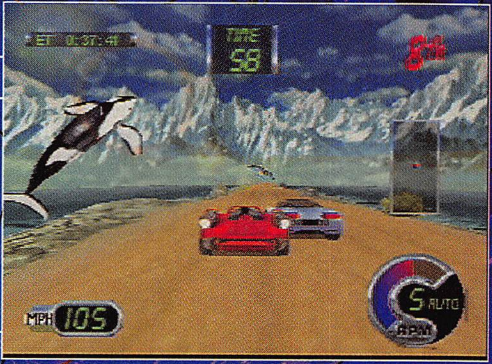




Cruis'n Exotica

Racing fans, are you tired of adhering to the laws of conventional physics? No problem—Midway's newest addition to its long line of *Cruis'n* games packs more adrenaline and out-of-this-world horsepower than any title previously seen on the N64. With twelve new tracks (including stages in Korea, Alaska, India and Holland) and a slew of extras like a drag racing mode, the replay value should shoot right through the roof... er, hood.





Deuce

The Judge was hoping that *Deuce* had something to do with the Vegas strip and loan sharking, but the rest of the GF staff was more than happy to discover that Midway has a killer platformer in the works. Expect some truly awesome puzzles, colorful levels and more enemies to battle than the Queen's own deck of cards. Uno...uh, I mean War!





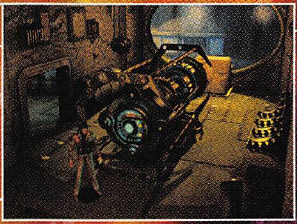
Ready 2 Rumble Round 2

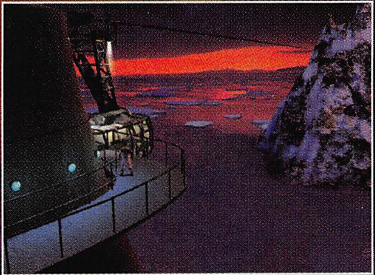


Let's get ready for a sequel. That's right, Midway's comical boxer that proved to be as much fun as *Mike Tyson's Punch Out* is set to deliver more below-the-belt blows and ridiculous "rumble flurries" than fans will know what to do with. But alas, only the PS2 version will have those sexy ring girls.

In Cold Blood

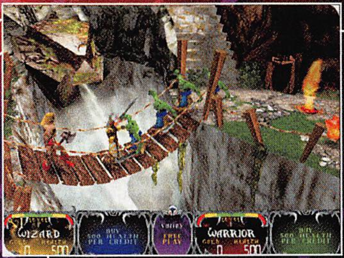
Sure, *Metal Gear Solid 2* might have stolen the show for most, but as far as espionage and spy thriller games are concerned, Hideo wasn't the only one turning the crowd's heads. *In Cold Blood* will feature over sixty hours of gameplay and unbelievable FMV that'll pull gamers right into the mysterious world of secret agent John Cord.





Gauntlet Dark Legacy

Arcade



Gauntlet is back with more of the bloody swordplay and ruthless magic that made the first *GL* such an arcade smash... New characters and four new realms (Ice, Town, Sky and Dream) have been included, as well as updates to old realms such as the Mountain, Desert, Forest and Castle. Could a DC rev be far behind?

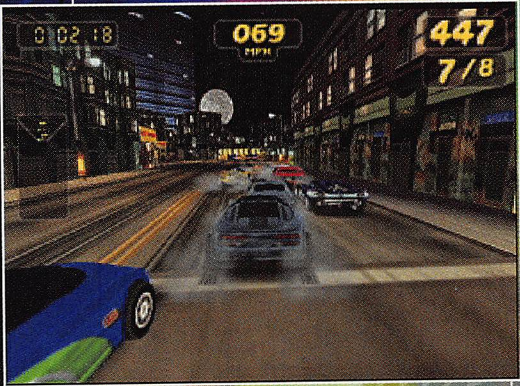


San Franciso Rush 2049

This addition to the *Rush* franchise is set years into the future, and features amazingly detailed tracks and a number of state-of-the-art winged vehicles that seem to defy all modern logic. The N64 rev features four-player action, but the DC rev also allows players to upload and download their saved games and scores to and from the 'net. Check our review in Volume 8, Issue 7.









Destruction Derby Raw



Let's be honest... Is there really anything more entertaining than the chilling sounds of a massive car crash—metal scraping asphalt, bone reduced to chalk? Well, in *Destruction Derby Raw*, the carnage continues, with all-new battle modes and new locales to test your wicked skills. Ever fancy racing atop a huge skyscraper?



Army Men: Sarge's Heroes



No one melts the tan quite like the Sarge does, and in *Army Men: Sarge's Heroes*, he'll rack up the ultimate plastic body count. Lead your troops through battle-scarred hallways, countertops and into backyards where you just might encounter the dreaded magnifying glass. Remember, the only good tan soldier is a dead tan soldier.

Muppet Monster Adventure

Is it just me, or is this a license that's been neglected for far too long? Take control of Robin, Kermit's nephew, as he makes his webbed way through a spooky monster-ridden fairyland in search of his famous uncle and the rest of the wacky Muppet band. A platformer with a Jim Henson twist?! Where do I sign up?







Spy Hunter

It was bound to happen... but why it took so long is beyond us. Oil slicks and all, the game with the painfully addictive theme is getting a 128-bit update. The game wasn't playable at the show, but it was on display in video form and shows great promise. Let's hope this one doesn't wind up suffering the jaggy dilemma like many PS2 games at the show. *(no screen shots available)*

NFL Blitz 2001

Blitz is back (like we didn't see that coming!), and all the hard-hitting arcadey gameplay that made the first *Blitz* a must-have for sports fans is returning in grand style. New player models, enhanced attributes, mini-games, craftier AI and much more should once again make this a no-brainer purchase for couch potatoes the world over.





Hydro Thunder

When the Dreamcast first launched in the U.S., Midway's adrenaline-soaked *Hydro Thunder* gave players more than their money's worth with insane jumps, ridiculous levels and some of the fastest boats this side of the Pacific. Why, then, should PS and N64 owners enjoy this turbo-charged racer from the shore?



CW: Red Sun



Space... the final frontier—and, of course, the ultimate backdrop for heated intergalactic combat. *Colony Wars III: Red Sun* delivers all the goods of past *CW* titles with updated visuals, more missions and fully upgradeable ships (now gamers can live out their fantasies from "The Last Starfighter").

Team Buddies



Tired of standard multi-player games? Why not try the comical world of *Team Buddies*? Using their patented Artificial Incompetence programming (yes, you read that right), these odd combatants work together to charge through over sixty-four challenging levels. Gather crates to expand your army and build deadly vehicles in the ultimate reign of Team Buddy terror.

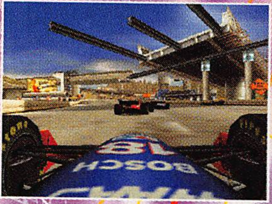


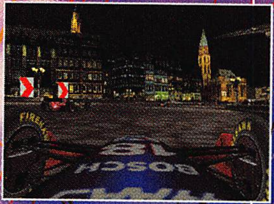


CART Fury

Arcade

Somebody oughtta let Fury know that Midway's stealing his name... Arcade CART titles have been missing in action for—actually, there's never been an arcade CART title released. Leave it to Midway, then, to create the first Indy-style racer after the IRL/CART split.





Midway's Greatest Arcade Hits Vol. 1 & 2



One word: *Joust*. Are ya with me, or what? How many quarters were eaten by metal machines with a Midway logo somewhere on it? With such an awesome stable of old-school games at its command, its not surprising that the makers of such classics as *Spy Hunter*, *Moon Patrol*, *Defender* and *Robotron 2084* are packaging two volumes of their über-hits.

Muppet Race Mania

Remember when every company had a fighter in the works? Well, the same now holds true for kart racers, so believeme, it's going to be one crowded market. Travelers Tales (*Sonic "R"* and *Toy Story*) are at the helm, though, so perhaps this one will shine above the rest.



Jackie Chan Stuntmaster

The master of insane stunts and even crazier insurance rates is making his way to the home consoles. All of the animations were motion-captured with Chan himself, so the end result should be every bit as entertaining as watching Jackie break his leg leaping onto a hovercraft.







Legion





Set a game in King Arthur's universe, and you know gamers will come a-running. This one was also shown only in video form and behind closed doors, and sports incredibly detailed character models and unbelievably bloody battle sequences. Perhaps the coolest feature of *Legion*, though, is its developer, Erik Yeo of *Command & Conquer* fame.

Natsume

Tucked away in the back of Crave's booth, we found the friendly Natsume folks playing *Harvest Moon* and handing out T-shirts for the game. It wasn't exactly the most bustling booth of the show, but almost everyone at *GameFan* has a soft spot for the company that puts out peaceful, simple games like *Reel Fishing*... and no, those attractive booth babes wearing skin-tight body suits had nothing to do with it.

Reel Fishing 2



Can't get enough of silly fishing games? Want to dust off your fishing controller and catch some polygonal fish? Well, now you can, thanks to this sequel to "the most popular Sony PlayStation fishing game ever." There are over seventy different types of fish, 500 different types of tackle/equipment and fifty dinner engagements you'll miss.

Harvest Moon: Back to Nature

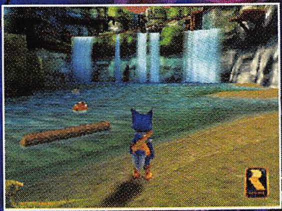


The story is new, but you'll find the same old farming gameplay that this series is known for: growing vegetables, caring for animals and flirting with the townsfolk. Get a wife... get a cow... get a wife who's a cow... Anything's possible in *Harvest Moon: Back to Nature*.

Nintendo

There was absolutely no mention of the Dolphin or Game Boy Advance at Nintendo's E3 pavilion. Instead, Nintendo bucked the trend and focused entirely on current systems. In what is surely the last hurrah for the N64, games from Nintendo, Rare and Left Field lead the pack of quality titles due out this year.

Dinosaur Planet



On a mythical planet where dinosaurs walk the land, Sabre and Krystal must defeat an evil force capable of destroying the universe. *Dinosaur Planet*, developed by Rare, features a virtual world filled with animals and dinosaurs and puts gamers in contact with over fifty new characters.

Legend of Zelda: Majora's Mask

What needs to be said about *Zelda*? It's another Miyamoto instant classic that's sold over 750,000 copies in two weeks of sales in Japan. Link's back, and this time, his abilities change as he puts on different masks. To get the complete low-down on the game, check out our last issue, which includes a nifty *Zelda* cover and a four-page blowout by ECM.







Perfect Dark



Perfect Dark, the pseudo-successor to the mega-hit *GoldenEye*, looks to emulate some of its predecessor's success while giving players some death-match action on the N64. The game boasts a shapely, sexy heroine and a story involving advanced weapons and alien overtones (and all the weapons from *GoldenEye*, via a code). Check out our last issue for a complete review.



Banjo-Tooie

BT, the sequel to *Banjo-Kazooie*, hails the return of both Banjo the bear and Kazooie the breegul for more platforming adventure. Gruntilda is back, as well—back from the grave—and it's up to the fearless duo to combine (or separate) their efforts to put a stop to him. Expect new abilities, new characters and at least ten new bosses to battle come this August.

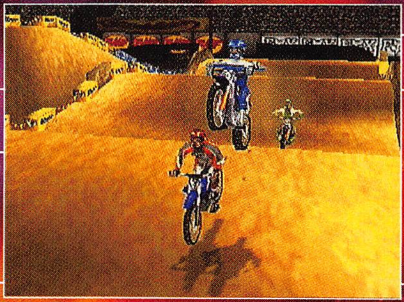




Mickey's Speedway USA



Combine Disney, Rare and Nintendo, and you just might have a sure-fire recipe for success. *Mickey's Speedway USA* sports at least twenty races in various American landscapes (including Yellowstone Park and the Grand Canyon). Mickey, Donald, Goofy and the rest of the gang must beat the evil weasels that hold Pluto captive. Kart racing has never looked this promising.



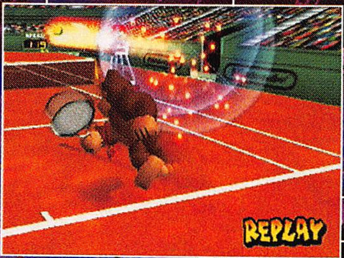


Excitebike 64

Left Field has done the impossible—its upgraded the old-school NES *Excitebike* to the N64 and managed to bring its solid gameplay along with it. The game features various tracks and riders of different skill. Hit the gas and go for first place (and unlock many secrets in the process).

Mario Tennis

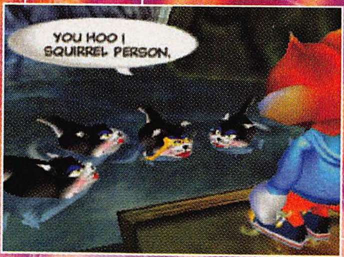




This was the game that made it onto everyone's top ten list, and for good reason... The same team that created the amazing *Mario Golf* developed *Mario Tennis*, which will be *the* sports game to own this fall. Also, look for the introduction of Luigi's evil cousin in the game. Even GF's Art Department was raving about this game, which looks to be the best since *Super Tennis* on the SNES.

Conker's Bad Fur Day

After seeing the much-talked-about "Saving Private Ryan" parody intro, one thing is blatantly clear: This isn't your average N64 game. Conker isn't having the best of days (hence the title), and Rare's eagerly conceding a 'Mature' rating for the game, which features massive amounts of gore and action. Can Conker break out of the 'kiddy Pokémon craze' this fall?

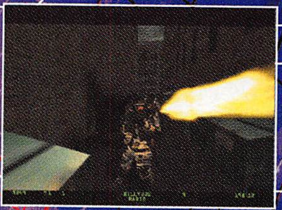




Ripcord

Ripcord has found its console of choice for the immediate future. The company currently has five Dreamcast games in development, and three of them take advantage of network play via SegaNet, which will kick off this fall. Things are going to get pretty interesting come October of this year...

M.O.U.T. 2025



As part of an elite future counter-terrorist squad, your mission is simple: Travel into various urban territories and eliminate the terrorist threat. Players will have advanced weapons and the help of seven other gamers via SegaNet at their disposal.

Gorkamorka

Gorkamorka, based on the popular orc "mobz" of *Warhammer* fame, puts gamers in command of an orc force. Arm your team to the teeth, then head into the combat races against either computer or human-controlled opponents. *Gorkamorka* will ship in October as part of the SegaNet launch.



Legend of the Blade Masters



This game, which is being touted as the 'first quest 3D RPG' for the Dreamcast, throws players squarely into a fight between good and evil in a fantasy realm. Assume the role of Erik Valdemar and beat all the Guardians to discover the secret of the six swords this June.

Spec Ops: Omega Squad

Spec Ops, the first DC port of the popular PC series, is a reality-based first-person shooter with a heap of military combat tactics thrown in. An array of actual weapons (and a few prototypes) and thirty missions are at your disposal. The only thing preventing you from becoming a green beret is this title's June release date.



Quest of the Blade Masters

Like its predecessor, *QOTBM* is a 3D-based fantasy RPG, but there's one major difference: online play. Fully immersive environments and quality graphics complement this network game, which will allow up to eight people to band together and slay the masses come November.

Rockstar

This year was all about the PlayStation 2 for Rockstar Games... Rockstar will reportedly have three titles ready around the launch of the system, and will take a front seat in its development. As of this point, the developer hasn't announced plans to develop a *Grand Theft Auto* for the PS2, but keep your fingers crossed.

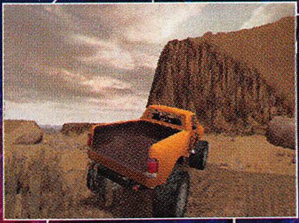
Oni PS2

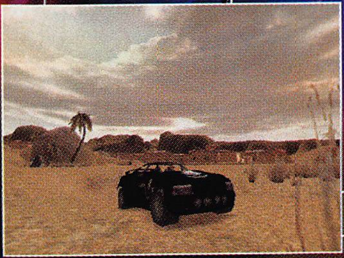




The much-anticipated 3D action game *Oni* casts gamers in the role of the comely Konoko, a badass cop and one-woman wrecking crew. Lush, highly detailed cityscapes are the backdrop to this fast-paced hybrid of fighting and shooting. Can Konoko defeat the evil oni (Japanese for ghosts) that haunt her? You'll have to wait until this fall to find out.

Smuggler's Run PS2

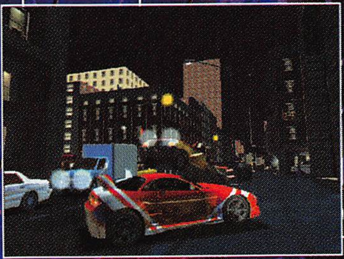


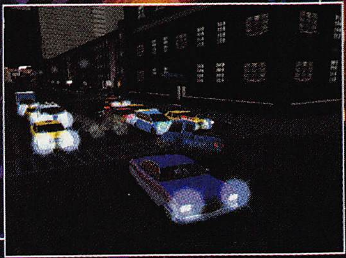


A racing title that allows players to drive anywhere they want. If you can see it on the horizon, you can go there. Pretty cool. The objective is to be the first smuggler to get your contraband goods to the drop-off point. Watch out, though—the other smugglers want to get there first. A cool premise and stout engine make this one a potential sleeper hit.

Midnight Club Street Racing PS2

Take to the streets in illegal drag races against other gearheads with a penchant for speeding. Juice up your car as best you can to give yourself the edge. You know a slew of racing games will hit the PS2, so to set itself off from the pack, *Midnight Club* will feature authentic highways and byways of many of the world's biggest cities. Please don't try this at home, kids.



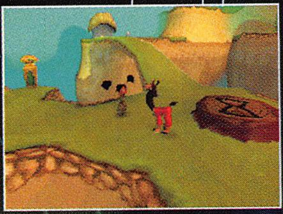


S.C.E.A.

The juggernaut whom everyone expected to show up with a bang instead was hardly a whimper. While this will have no residual effect on the powerhouse, it certainly left Sega with all the bragging rights at the show. When your PlayStation titles are more impressive than your PS2 ones, you know there are some problems. Not that this will stop the juggernaut from rolling.

The Emperor's New Groove

The Emperor's New Groove is based on an upcoming Disney project due out this Christmas. Due to some unfortunate circumstances, this 3D action platformer's main character was turned into a llama (those that turned you into a llama must be sacked)... Players must find a way to turn him back.



Cool Boarders 2001



Another installment to the popular snowboarding series... and hopefully, the system's last. This latest update to the *Cool Boarders* series will feature new events, new obstacles to shred and new courses, but it's hard to see it as anything other than more of the same. Nonetheless, the franchise that jump-started a genre will excite fans.

Crash Bash



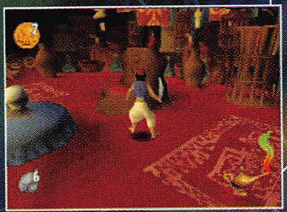
Mario Party really started something... Nintendo and Sega already have their own party games, and now, Sony's jumping into the fray with *Crash Bash*. Expect multi-player mayhem to ensue as up to four players battle each other in nine contests testing speed, agility and mad skillz.



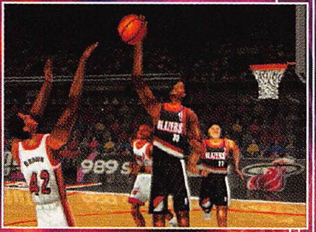


Aladdin in Nasira's Revenge

Milk that license, baby! Another platformer based on the popular animated movie. Eurocom resurrects all of the film's memorable characters in this younger-skewed game for those of you who still think that parrot is just 'oh so adorable.' Aladdin's been a pretty good movie to game so far, though...

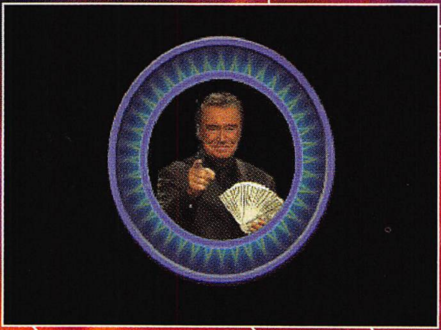


NBA ShootOut 2001



Touch shooting and advanced dribble control are two of the new features geared at putting more control into the hands of the player. What looks like a solid PS title only makes me yearn to see what 989 has cookin' on the PS2.

Who Wants To Be A Millionaire? 2nd Edition



As if twice a week on the tube wasn't enough, now you can numb your brain with the home version. Regis won't be able to help this trivia game, though, since, like all console trivia games, you'll run out of fresh questions in about a day. 600 is not a lot...



Spyro: Year of the Dragon

The third installment of the kiddy platformer, *Spyro*, is here... This time out, Spyro must save a small clutch of baby dragons by collecting their eggs and watching them hatch. Game highlights include thirty new worlds, a wider variety of different in-game experiences like skateboarding and sharpshooting, as well as four playable characters.







MediEvil II

Sir Dan is back! The sequel to the popular 3D adventure is more of the same, but trust us—that's a good thing. Join Sir Dan as he battles evil forces in 19th-century London. More puzzles, more weapons and more mirth make this game all the more reason to fire up that PS once again; reviewed in our June issue.

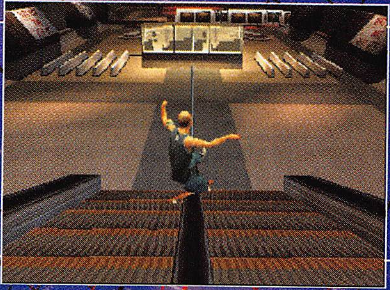


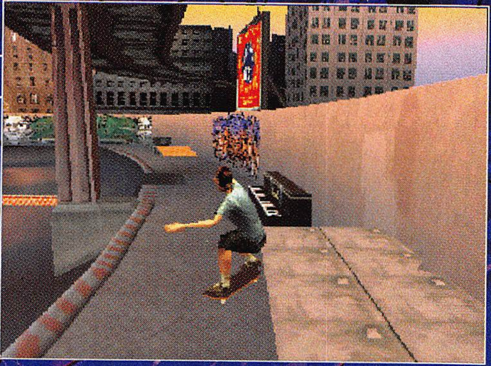




Grind Session

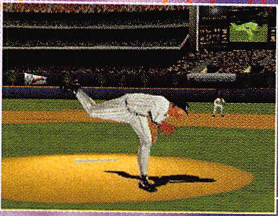
SCEA's attempt at cashing in on the skateboarding video game craze started with Activision's *Tony Hawk Pro Skater*. *Grind Session* is already in stores. Check out our review of it in the July issue.

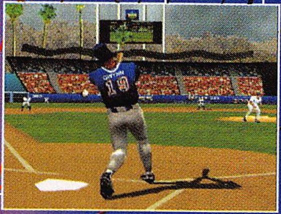




MLB 2001

As reviewed in the June issue, *MLB 2001* is the next incremental step in the baseball franchise. The game offers little in new features, but manages to clean up some of the AI control problems of versions past, and is generally better than last year's edition.





Legend of Dragoon



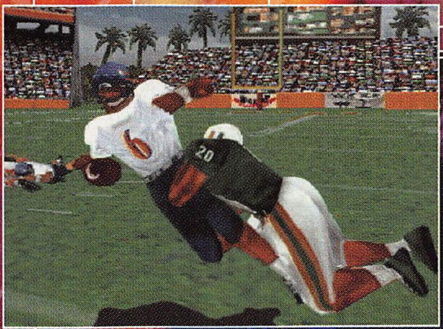
Legend of Dragoon, one of the great RPGs for the PlayStation, is an eighty-plus-hour epic that took three years to make and four discs to hold. Quite frankly, it's much better than *FF8*. If you want to know more, see our review in the import section of our March issue.

NCAA Final Four 2001

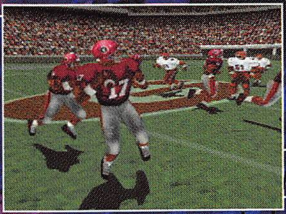


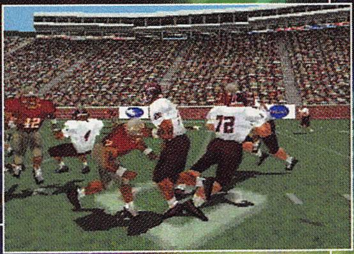
Quinn Buckner is back in the booth in *NCAA Final Four 2001*, featuring all of the Division 1-A teams from each of the thirty-one conferences, their fight songs and playbooks for your college hoops enjoyment. The new "6th Man Meter" also adds the element of the hot hand off the bench.

NFL GameBreaker 2001



Chock full o' college football goodness. You've got all 115 current Div 1-A teams, sixty-four classic teams, twenty-one bowl games and the Heisman Trophy race. New features include Max Pro AI that allows you to better control your running backs when playing as the QB (i.e., direct them to block or go out for a pass).





NFL GameDay 2001



Another year, another roster update... New graphics, more motion captured and some tweaked AI are what highlight this year's version. Has the envelope been pushed as far as it can be on the PlayStation? I'd have to say yes.

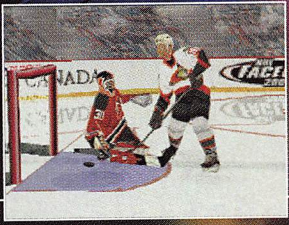


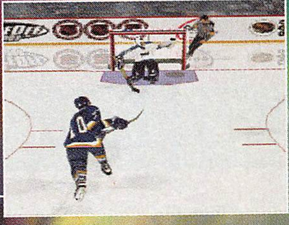


NHL FaceOff 2001

Last year's *FaceOff* was the best of the franchise, and managed to edge out *NHL 2000* for best of the year. Fast, responsive gameplay harks back to the days of sprite-based hockey, when *NHL 94* reigned supreme. Expect more of that great gameplay this year.

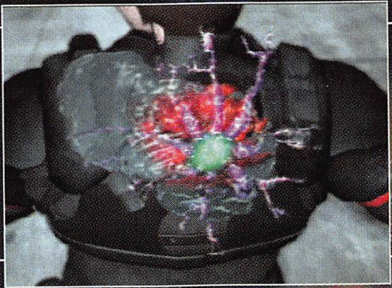






Extermination

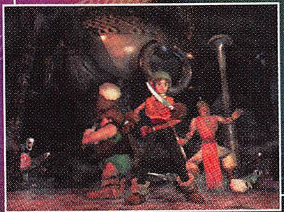
A new type of survival horror is being created: Panic Action. Travel to the South Pole, where you'll fight for your life against an alien entity that's taken refuge in an abandoned science station. Sound a bit familiar? (John Carpenter's "The Thing" anyone?) Still, this game looks pretty cool.

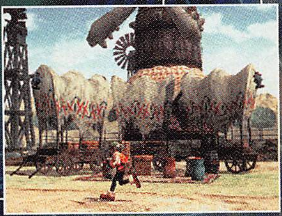




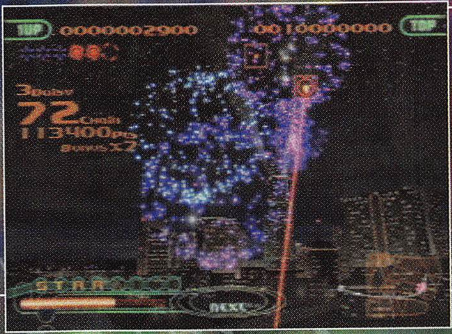
Dark Cloud

Play as Toran, a young adventurer and the last living person in the land. All of his fellow humans' souls have been imprisoned deep beneath the earth. Take him on a journey to battle vile beasts, rebuild the world and save his species. Looks very cool.



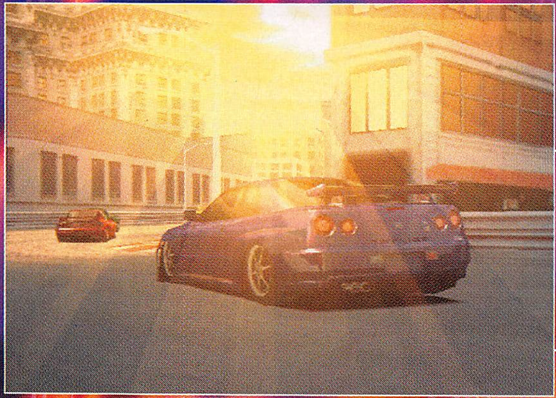


Fantavision



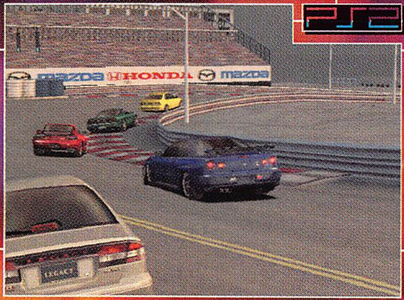
Missile Command meets the Fourth of July in this visually stunning title. *FantaVision* is a little lean on depth, but will make for a nice distraction. Creating and detonating your own fireworks displays above many of the world's most famous cityscapes is a pleasure, at least for a while...

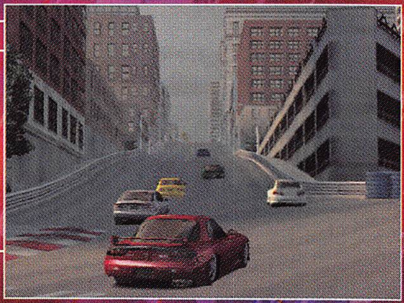
Sony's most precious franchise is hitting its stride on the PS2... *GT2000*, the biggest racing game to date, will attempt to showcase all of the PS2's power. The poly counts on the cars are ten times those of the earlier titles, and with the use of the Emotion Engine, developers hope that the game feels as good as it looks.



Gran Turismo 2000

PS2

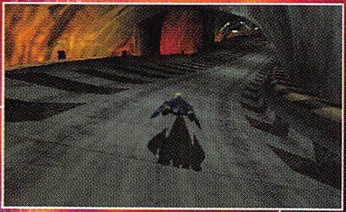




Wipeout Fusion

PS2

The latest installment to (now-defunct) Psygnosis' most popular franchise, *WF* was only shown as a demo video, but looked gorgeous and featured some staggering speed. The game may eclipse both *Ridge Racer V* and *GT 2000* as the most impressive racing title on the system.





ICO

PS2

This action RPG touts some impressive graphics and solid gameplay. You play a young hero who must save a beautiful young girl ('cause no one is in the business of rescuing hogs) from nefarious forces. Heavy on the dungeon delving and puzzle solving, *ICO* should have enough action and adventure for two titles.

Sega

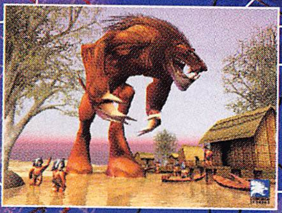
Well, just when everyone thought Sega would be eclipsed by Sony, it showed up and stole the show... Sega didn't just one-up everyone, though, it obliterated the competition. More games, better games and a crowd-pleasing 'booth' made Sega the talk of E3, and forced many skeptics to reassess Sega's perceived chances going into this year's Christmas season.

Phantasy Star Online

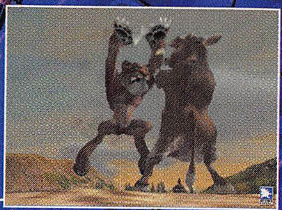
Phantasy Star, one of Sega's most beloved RPG franchises, is back, and has never looked better; the game's the first RPG to utilize SegaNet, and Sonic Team (which includes members of the original *Phantasy Star* team) is in charge of development.



Black & White

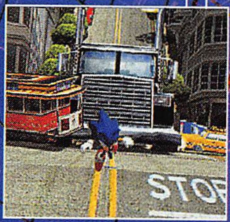


Play God in this interesting, innovative and ultimately untested game, which only appeared on video at the show, and is a work in progress. Gamers play a roaming demi-god that's molded according to their actions... Whether that god is benevolent or evil is up to you.



Sonic Adventure 2

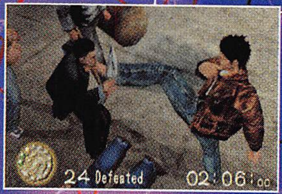
Sega's sequel to the stunning Sonic Adventure is in the works, although it's still far from finished. Displayed behind closed doors, Sonic Adventure 2 was shown in video form only, and even that was just a few quick cutscenes. It should be released late 2000/early 2001... in Japan.



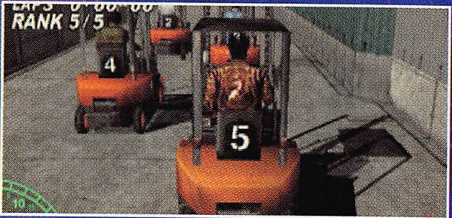


Shenmue

Shenmue, probably the most anticipated game of the Dreamcast lineup, takes the RPG genre and turns it on its ear; stunning graphics, innovative gameplay and unmatched attention to detail make it a marvel in game design.







Outtrigger

A fast-paced shooter in which players battle terrorists with an assortment of really big weapons. Choose to play from either an over-the-shoulder or a first-person perspective; originally an arcade game, the Dreamcast version will have exclusive new stages.



Quake III Arena



Unreal Tournament kinda chugged on the PS2, but *Quake III* blazed on the Dreamcast. Most consider *UT* to be a superior PC title, but on the home console, *Quake III* reigns supreme. High frame-rate, Internet play and the use of Sega's keyboard make this as good an FPS as any on the PC.





Jet Grind Radio

Jet Grind Radio (entitled *Jet Set Radio* in Japan), another in what seems like an endless string of artistically brilliant and incredibly cool Sega first-party titles, takes the misdemeanor of "tagging" and turns it into a fast-paced gaming experience. The graphics in this game alone make it worth playing; everything else is just gravy.







Sonic Shuffle

Imitation is the sincerest form of flattery, and this is where Sega tips its hat to Nintendo... After the success of *Mario Party*, it seems that Sega felt the need to put out its own party game, complete with all of its marquee characters and a set of wacky and challenging contests.







Samba de Amigo

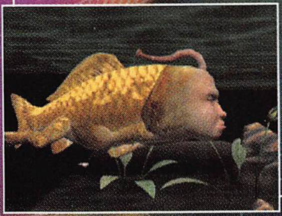
Samba was a big hit at the show... Players jam to a series of Latin beats in this frenetic dance/music game. The game features the use of maracas (yes, maracas) and a footpad, so expect to be quite active when you play. Sure to be a big party game. Just imagine maraca controllers in the hands of party-goers...





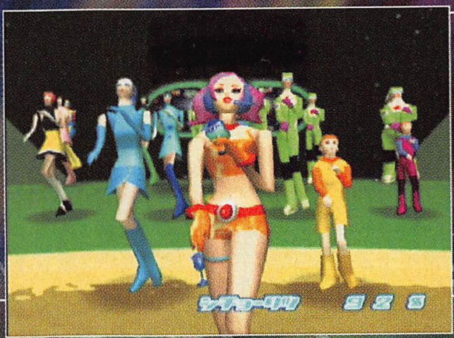
Seaman

Seaman, one of the most bizarre games at the show, is a virtual pet simulator featuring a talking man-fish; Seaman's ultimate goal is to evolve into a little land creature. Interacting with him is downright creepy.





Space Channel 5



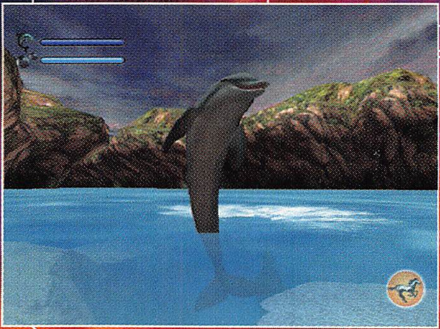
The sexy Ulala is finally ready for her U.S. screen test... The pop culture hit that features be-bopping aliens and groovin' humans outshines all other dance sim video games with its slick graphics and high 'cool' quotient; check out our import review in the March 2000 issue.

Sega GT

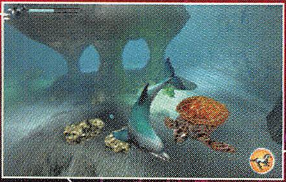


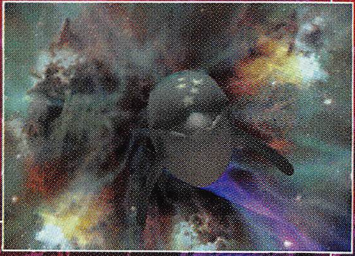
In the highly anticipated *Sega GT*, players build and race custom cars on twenty-two courses and choose from over 100 real-life vehicles. A strong physics model and a wealth of cars and stellar graphics make this... well, still just a racing game—but a good one.

Ecco the Dolphin: Defender of the Future



You should already know how excited we are about this game; the 128-bit incarnation of one of the Genesis' most beloved characters is nothing short of stunning. There are still some control problems, but hopefully, they'll be remedied. The 3D environments are making the game's development more daunting than previously thought.



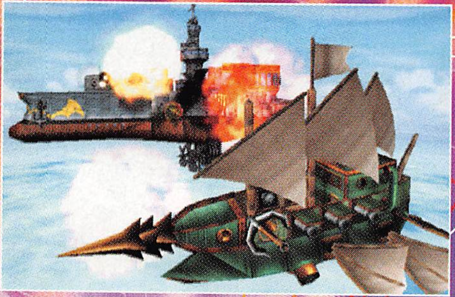


Eternal Arcadia

A wonderful RPG with a high level of replayability in which players command a customizable floating ship, *EA* features turn-based combat that relies heavily on battle strategy. Developed by the people who brought you *Phantasy Star* (apparently those not involved in *PSO*).



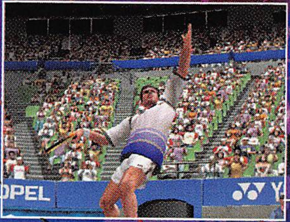


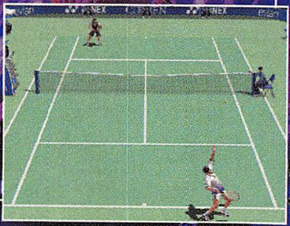


Virtua Tennis

Almost all tennis games have sucked... until this year. Not only does Nintendo have a stellar tennis title, but Sega does too. It seems no developers could get the gameplay right before, but these guys have nailed it on the head. Sports fans and non-fans alike will absolutely love *Virtua Tennis*.

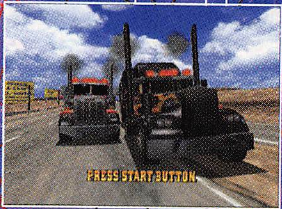




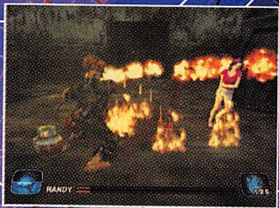


18 Wheeler American Pro Trucker

This port of the arcade game is a good idea that isn't executed as well as we would've liked. Play a trucker going cross-country with a big payload. Exclusive levels for the Dreamcast highlight this sim that needs a bit more excitement.



Illbleed

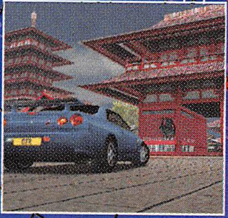


In the very creative action title *Illbleed*, you must prepare your character for the unseen horrors that lurk on each level of an amusement park. Suffer from too many scares, and your heart will burst and you'll die from shock. Not very amusing, eh?



Metropolis Street Racer

Another racing title; yawn. Honestly, the game looks great, but it's hard to get past the fact that it's just another driving sim that allows you to haul ass around famous cities in street-legal cars. I guess Sega started running out of originality by the time they got to this game. Still, Reubus is anxious to test drive this one.





D2



D2, the sequel to the massively popular *D*, will only appeal to a small portion of the Sega audience. Features the same style of gameplay as the first (though not as good), with a couple of new elements, like a first-person shooter stage. A little too slow and plodding for most.



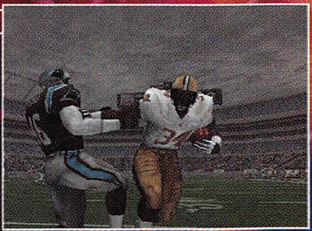


NBA 2K1



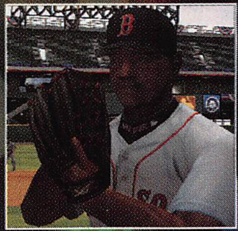
NBA 2K took some heat, but it nonetheless was the best basketball sim on the market. The sequel will thankfully fix many of the game's most aggravating aspects (like the awful passing), as well as tighten up some other problem areas. Incremental in its evolution, yes, a must-have... again, yes.

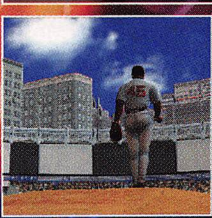
NFL 2K1



This game, the sequel to the astounding *NFL 2K*, is an incremental step forward in the sport of football. Expect most of (if not all) the problems of last year's version to be corrected, with new mo-cap, new commentary and updated rosters.

WS Baseball 2K1





One of the industry's most talented developers has delivered what looks to be the king of all baseball sims. *WSB 2K1*'s graphics, gameplay and depth are all unsurpassed. If you think back fondly to the first two *WSB* titles for the Saturn, you should be pining for *WSB 2K1*.

Sierra

Sierra, one of the leading PC game companies in the world, is now beginning to develop for the console. It had but one title to show at this year's E3, but plans are in the works for a slew of upcoming titles for Dreamcast, PS2 and the X-Box.

Half-Life





Half-Life is widely considered the best PC game of all time, after it shook the PC world last year. The first-person shooter (which relies heavily on story) is the kind of game that PC owners devour, but whether it's a console gamer's cup of tea or not is unclear. Lord knows there have been very few successful FPS's on the console...

Simon & Schuster

Primarily a PC developer known for *Star Trek* games, S&S is making a foray into the console market with one of the most feared Walmart selections: the *Deer Hunter* series. The end is nigh...

Deer Avenger 3...D







Well, I'm not sure who's interested, but the wildly popular (and totally dumbfounding) *Deer Hunter* series is making its way to the Dreamcast. What does this mean for civilized gaming society as we know it? We're not sure, but it can't be good. At any rate, you'll be able to shoot Bambi, and that's got to be good for something...

SouthPeak

The biggest title in SouthPeak's line-up was without a doubt *Mia Hamm Soccer 64*, which had a massive training session on Saturday. Located in the parking lot, multiple tents were set up, surrounding a goal on Astroturf. Mia gave soccer tips and advice to the young girls that showed up, and if this meeting was any indication of the potential of the game, it might be massive.

Rally Challenge 2000



In RC 2000, players race some of the most powerful cars around from Brazil to the Australia... The game will sport three Arcade tracks and nine other courses from countries around the world. Players will be able to select specific car settings and race on roads that'll dramatically change with the weather.

Mia Hamm Soccer 64





With the backing of the most famous player in the women's game today, *MHS 64* is the first console game with top-notch female talent. Come fall 2000, you can get tips from Mia in the practice mode or head into competition play, where thirty-two National and eighteen League teams await.

The Flintstones Bedrock Bowling

Fred Flintstone's old buddy Gazoo is up to his old tricks again—now, he's transformed Bedrock into a giant bowling alley. Up to four players can take turns knocking down the pins with Fred, Barney, Bam-Bam or Dino when the game is released this fall.



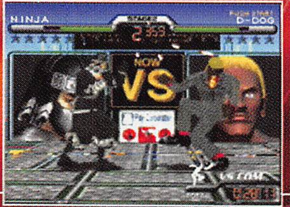


Big Mountain 2000



Big Mountain 2000, the first N64 game to combine skiing and snowboarding, promises three courses full of fast-paced action... Three courses might sound a little skimpy, but you'll also get licensed equipment, six athletes and a generous portion of air-based tricks. The game will land in the fourth quarter, just in time for winter.

Fighter's Destiny 2



The sequel to the popular fighter returns as eleven warriors from around the globe duke it out for the right to the title of "best fighter." Word has it that there'll be at least five hidden characters to complement the others, and varying degrees of skill and ability will separate them. Look for it in June of this year.

Square EA

As in the past two years, Square's booth was full of bustling gamers anxious to get a peek at the latest RPG's headed our way from the Land of the Rising Sun. Lines were also forming around Square's mini-theater, which this year featured a large-scale production of a digital face that swung around on a hydraulic arm. The screening briefly previewed every game we can expect to see from Square this year, but also plugged the company's upcoming Play Online service, which will connect gamers all around the world to play online RPGs together.

Vagrant Story

ECM likes it, and Eggo thinks it's "the cat's pajamas"... but don't take their word for it. Check out *Vagrant Story* yourself (available now), and you'll see why the dramatic story line, skillful swordplay and unique art style have us heralding this as one of Square's best games since *Final Fantasy Tactics* (here's a hint: it's done by the same team). Reviewed Vol 8 Issue 6.




Legend of Mana



Legend of Mana isn't the direct sequel to *Secret of Mana* (sadly, U.S. gamers missed out on *Seiken Densetsu 3*), but is the latest chapter in that popular series. It features a brand-new hand-drawn, watercolor art style that'll leave you speechless and wondering why more companies don't make 2D games anymore. Play solo, or grab a buddy and play this RPG with multiple characters at once! Previewed Volume 7 Issue 9.

Chrono Cross

I hope this game needs no introduction. The long-awaited sequel to *Chrono Trigger* is finally here... and while it doesn't sport character design by Akira Toriyama, the characters and story aren't too shabby. The background graphics, CG and characters are as good as you'll see in a Square game on PS, and Yasunori Mitsuda's musical score is so unbelievable it's an instant classic among game soundtracks. Numerous side quests, multiple endings and many extra playable characters add untold replay value to this already legendary game. Reviewed Vol 8 Issue 2.



Threads of Fate



Assume the appearance of the monsters you encounter, or cast magical spells to defeat your foes in this action RPG that looks too good to be a PlayStation game. Two playable characters, thoughtful puzzles, fast action and a compelling story line that differs depending on the chosen character—what more could a gamer want? Well, how 'bout a free soundtrack if you pre-order it? Previewed in Volume 8, Issue 1.

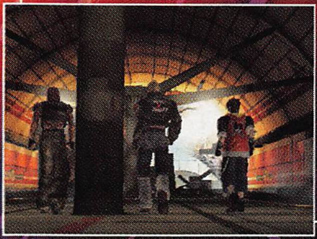
Parasite Eve 2

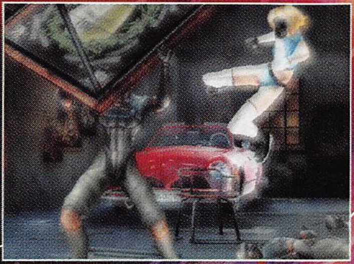


New York's favorite blond-haired cop, Aya McClane—er, I mean Brea—is back, only this time, she's taking her act to California. Those pesky mitochondria are acting up again, and now, she must do battle with them on the West Coast and in the deserts of Nevada. A memorable shower scene and gigantic bosses make *PE2* a game you won't soon forget. Reviewed Volume 8 Issue 4.

Bouncer PS2

The Bouncer reared its mysterious head once again at E3... The game was a disappointing no-show at the last TGS (and only appeared in video form at the one before that), so we were beginning to question whether the project was in trouble. At E3, *The Bouncer* was back again in video form, with lots of story sequences in that famous subway area but no actual gameplay to be seen. This doesn't bode well, considering *The Bouncer* is still scheduled for a late 2000 release, and nobody knows how the game's supposed to play or control.





Final Fantasy IX

This is the one we wanted the scoop on. Unfortunately, the only thing Square showed of *FF9* at E3 was a few seconds of CG in the theater. The game wasn't present on the show floor or behind closed doors, so it looks like we'll have to wait a month until it comes out to bring you the hard-hitting hands-on coverage... Square EA hopes to have this behemoth out by Christmas, but don't be surprised to see it slip until early next year; Square's already giving us seven other RPGs this year.





Driving Emotion Type S PS2

Word has it that Square's decided to push back the release of this driving game till early 2001 to tweak the control some more. This is a good thing, though, because the Japanese release of *Type-S* had a super-steep learning curve when it came to mastering the controls, and it left many of us mumbling phrases like "*Racing Lagoon 2*..." Novice players were guaranteed to end up facing the wrong way on the track within two turns. The import is reviewed in Volume 8 Issue 7.



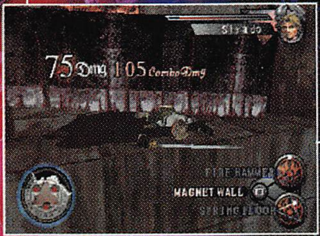


Tecmo

Tecmo's booth drew record crowds this year... Of course, the developer offered photo ops with Tina and Helena (the *Dead or Alive 2* babes) and the chance to ask questions of the creator of the game, so it was no wonder that there was a lot of foot traffic streaming on and off of the stage. We were disappointed that *Ninja Gaiden*, a much-anticipated PS2 launch title, was delayed, and was conspicuously absent from the show floor, but with all the attention paid to *DoA2*, it seems very few fans missed the second return of Ryu Hyabusa.

Deception 3: Dark Delusion

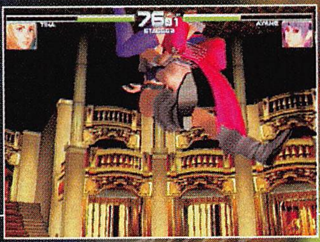
This trap-sim game, one of the most underrated games on the PS, was playable on the show floor, letting gamers combo castle invaders between smashing walls and spinning saw blades. If being a bad guy sounds like your cup of tea, look into our full review in Volume 8, Issue 4.





Dead or Alive 2

By nature of its presentation, *Dead or Alive 2* far overshadowed the other titles at its booth... The shiny graphics, easy learning curve and quick play times made it an ideal attention-getter in the fast-paced, flashy environment of E3. If you want to know more, check out our review in Volume 8, Issue 4.





Gallop Racer

This niche horse racing title has been out for a while, but Tecmo still dedicated a kiosk to it at E3. Amazingly enough, people still wanted to play... Select your horses, breed them, race them, etc. If this game sells well enough, who knows? We could see a U.S. release of *Gallop Racer 2000*... Hey, at least it's not another kart racing game! Reviewed in Volume 7, Issue 10.





Monster Rancher: Battle Cards

Monster Rancher: The Gathering? This little number, an interesting hybrid of collectible card games and the *Monster Rancher* universe, was shown only in video form. In it, players are given the chance to expand their stable of monsters, including fan favorites such as the lovable Mocchi, the friendly Suezo and the seductive Pixie. Get all the details in our import review in Volume 8, Issue 7.





Monster Rancher 2



This oldie but goodie has been championed by our staff, and even won Game of the Month honors back in Volume 7, Issue 10. It's been around for a long time, but it's never too late to get into *Monster Rancher*, especially if you haven't given it a serious try yet. This is no Pokémon clone!





Ninja Gaiden

It's probably for the better that Tecmo decided to delay the release of this game from the fourth quarter of 2000 till the fourth quarter of 2001... This gives the company plenty of time to make sure it's the quality title Team Ninja's touting it to be (supposedly, it'll blow the doors off of *Dead or Alive 2*). Team Ninja's also working on multiple versions of *DoA2* right now (namely, European and *Platinum* versions), so *Ninja Gaiden* still has a way to go. *(no screen shots available)*

Monster Rancher 3

The next chapter in the *Monster Rancher* series is in development as we speak, and though the format hasn't been decided yet, the front-runner appears to be the PS2. This game will probably be released after *Ninja Gaiden*, so don't expect to see screen shots for quite a while. Another tidbit of note: Tecmo of Japan's hired a bunch of new employees for a new development team whose sole purpose is R&D for the online component of games. Can you say a new *Monster Rancher* with online fighting/trading possibilities? *(no screen shots available)*

Dead or Alive 2 Platinum

Dead or Alive 2 did so well on Dreamcast that Tecmo wants to give the gold title a little platinum polish and ship it out to another console. The game hasn't been officially announced yet, but you can look forward to an upgraded version of it, tentatively titled *Dead or Alive 2 Platinum*, to come out for either the PS2 or X-box. It'll feature more characters, stages and costumes than were available in the DC version. We'll let you know more as we hear it. *(no screen shots available)*

Tecmo Superbowl

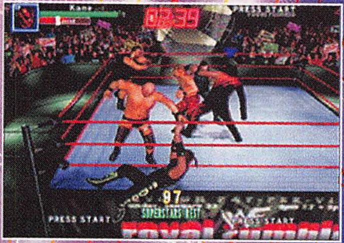
Tecmo fans should be ecstatic upon hearing this... The company's working on a brand new *Tecmobowl*! Chances are that it'll be U.S.-exclusive, and Tecmo's currently talking to the NFL about obtaining the license. We asked if the game would still have those cute, super-deformed characters, and we were assured that it would retain that classic *Tecmobowl* feel. Unfortunately, the release date for this one is hovering around late 2001... *(no screen shots available)*

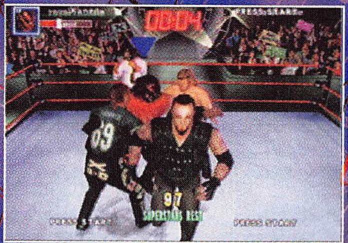
THQ

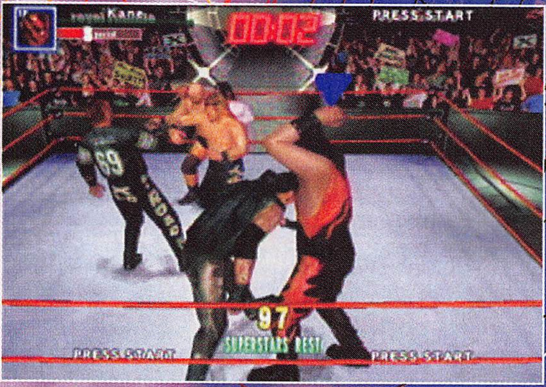
If there was one underlying theory in effect at the THQ booth this year, it was "license, license, license." With the best selling WWF series getting more games on the N64 and DC, look for wrestling to make a serious dent in sales this fall. Other notable licensed games included *Army of Darkness* (which featured an ultra-cool 'Meet Bruce Campbell Event'), *Scooby-Doo!*, *Power Rangers*, *Rugrats* and *Danger Girl*. Also, expect to get your fill of MTV Sports games, with BMX, Skateboarding and Skiing/Snowboarding getting games this fall.

WWF Royal Rumble

WWF Royal Rumble, the second wrestling game developed by Yukes, promises to be the first nine-man "Royal Rumble" on the Dreamcast. All of the top talent from the WWF will appear in the game.

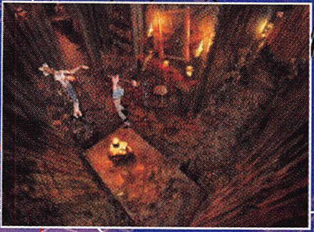


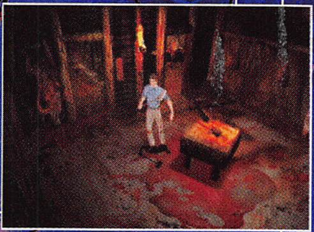




Evil Dead: Hail to the King

Ash makes his first leap into the video game world, with *RE*-style pre-rendered backgrounds and zombies galore. Bruce Campbell supplies many signature voice samples to this survival horror slash-fest.





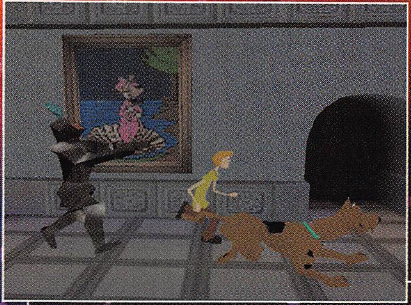
Rugrats in Paris



Rugrats In Paris, based on the upcoming movie of the same name, puts players in the baby shoes of Stu and the gang as they travel to Paris. The title is mainly a series of mini-games, such as Toss Your Cookies, in which you must try to pick off ninjas with chocolate chip cookies.

Scooby Doo Classic Creep Capers

Fans of the animated series will finally get to take Scooby, Shaggy and the rest of the bunch on a crazy caper. Expect familiar villains to make appearances as you try to solve one mystery after another.





Championship Motocross 2001

CM 2001 picks up where the last left off, with a new, extensive freestyle mode and a finely tuned RMD+ physics system. What this means to you, the gamer, is more realistic action than ever before on dozens of authentic motocross tracks. *(no screen shots available)*

Aidyn Chronicles: The First Mage

Aidyn is a traditional RPG featuring the creative talents of Chris Klug (who penned the "DragonQuest" TSR game). The game will have a deep story line, compelling characters and, of course, all the magic a young mage could ever need.



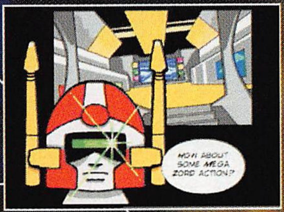


MTV Sports: T.J. Lavin's Ultimate BMX

Ultimate BMX combines hot music, a solid game engine and the talents of T.J. Lavin, and looks to make a dent come wintertime. Unfortunately, little is known about the game—but if it stays true to the MTV series, expect mayhem and chaos to ensue.
(no screen shots available)

Power Rangers Lightspeed Rescue

Surprisingly, this game looked pretty good at E3. The plot follows the same basic formula of the series: Evil threatens, and the Power Rangers are called in to save the day. It might not sound like much, but with a fast pace and quality visuals, it just might make an impression come this fall.



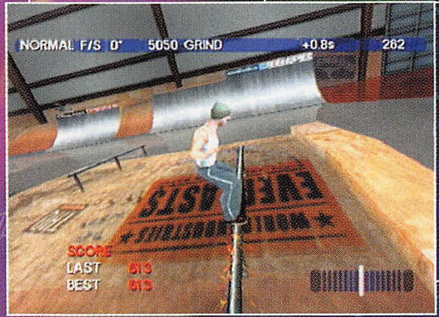


MTV Sports: Skateboarding featuring Andy MacDonald

THQ throws its hat into the ever-growing world of skateboarding games, and has secured the license of the X-Games top finishers. With promised "bigger levels and more game modes," the game looks to take *THPS2* on in a no-holds-barred shredfest.



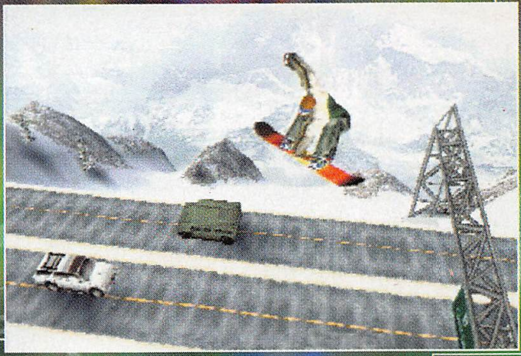




MTV Sports: Pure Ride

Like *Ultimate BMX*, *Pure Ride* combines heavy tunes with fast snowboarding action, and will hit the PS in the fall. Notable highlights include authentic equipment, top-name talent and a solid engine.





Danger Girl

Danger Girl, based on the best-selling comic book by Scott Campbell and Andy Hartnell, gives gamers a chance to play as the heroine in this third-person adventure. Look for it to make some serious waves in the PS landscape.





Summoner

Summoner, currently in development by Volition, looked early at E3, but still showed potential to become one of the first great PS2 RPGs. The story and the visuals are rather complex. You'll get a chance to judge for yourself when the game's released this fall.





WWF Smackdown 2: Know Your Role

The original *SmackDown* sold amazingly well, so you knew that a sequel was inevitable. Expect nothing short of the best wrestling game on the PS, with all the real moves of the WWF, come this fall. (no screen shots available)

GBC WWF No Mercy

The award-winning wrestling engine returns with the added ability to transfer data between the N64 and Game Boy. Time to know your role and step up to the mat of pain, jabronie. (no screen shots available)

Titus

Following the shocking success of *Superman 64*, Titus showed off more licensed titles for 2000. *Blues Brothers 2000* and *Hercules* both make the transition to the Fun Machine this year, and the trend looks to continue. Sadly, Titus' only DC game in development is *Dennis the Kangaroo*, which is billed with the kiss of death "children's game" label. The humorous PS import *Incredible Crisis* was also on display.

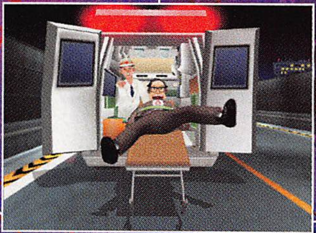
Blues Brothers 2000

In *BB2000*, players assume the role of Jake Elwood (who's "on a mission from Gad"), and must raise enough cash to put the band back together, which closely follows the plot of the 1998 movie. Musical tracks play throughout the game, which features twenty-five levels of platforming action. Look for the Blues Brothers to return in the month of May.





Incredible Crisis



Now this one's going to take a little getting used to... *IC*, a party game that simply "describes a day in the life of a Japanese family," puts you in command of various family members, and the hijinks ensue from there. It's definitely one of the strangest games to make the trip across the pond, but it deserves a serious look...

Dennis the Kangaroo

DTK (based on the PC game of the same name) is aimed primarily at children under the age of twelve. This might be all it takes to put off most gamers, but with five worlds and twenty-five levels of platforming action, it might be a different kick (so to speak) on the Dreamcast.





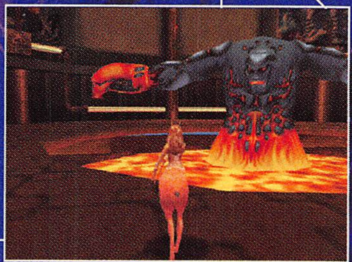


Hercules: The Legendary Journeys

This 3D platformer boasts the formidable power of the syndicated TV show of the same name (though its voices are different), and might just break the current mold of average titles. Hercules and his trusted sidekick Iolaus must save the world from the wrath of Aries.







Ubi Soft

Ubi Soft's booth was the biggest and most impressive it has ever been. A far cry from "just *Rayman 2*," the booth was fully stocked with a legion of titles (including 12 Dreamcast games!). It was madness—games everywhere! Most noteworthy, *Grandia 2* was added at the last second, as the company acquired the publishing rights and made the announcement on the first day of the show. Amazingly enough, it was even playable on the show floor! There was also an avalanche of licensed games including Disney's *Jungle Book*, Dreamworks' *Road to El Dorado*, and the animated Batman series to name a few.

Rayman 2

Surely you've heard of *Rayman 2* by now—it's the best 3D platformer on any console. It's no surprise that Ubi Soft is porting this bad boy to every console known to man...and probably even some that are just vaporware. Now, when is *Ray: the Game* going to become a reality?




Grandia II

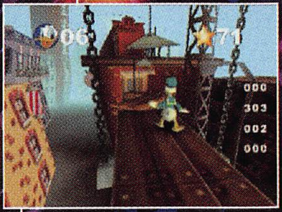
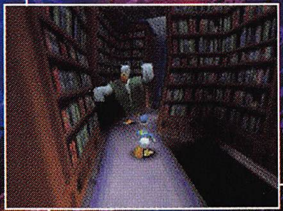


GameArts' RPG masterpiece gets a 128-bit sequel, and lucky us, Ubi Soft's already come forth with an announcement that it's coming to the U.S. (that's a good thing, because if the sequel was left to flounder in Japanese waters like the original, we probably would've killed somebody). Ubi made the announcement at the show, and amazingly enough, it was playable on the show floor; way to go, Ubi, in picking this grade-A title up!




Donald Duck

Where to now, Miz' Daisy? Apparently, to Merlock's hideaway... because the evil magician has kidnapped the beloved Daisy Duck. Together with his ill-tempered nephews, Donald sets out to rescue his sweetheart in a 3D adventure that spans twenty-four levels.

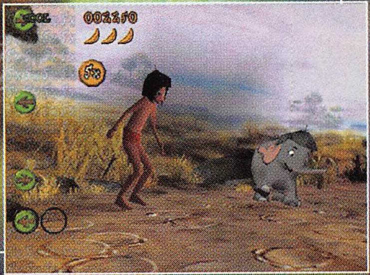




V.I.P.

Pamela Anderson Lee, who's more famous for her home videos than her theatrical releases, is the star of this eyebrow-raising adventure... The comedic romp through the life of a high-tech super-spy features silk stockings, outrageous weapons and is hilariously motion captured, and is sure to make you smile. *(no screen shots available)*

The Jungle Book Rhythm 'N Groove

Look, it's *Dance Dance Revolution* with "Jungle Book" characters! Mowgli, Baloo and Bagheera are all here, showing off their jungle dance steps in this music game based on the popular animated film. Warm up your feet and whip out that dance pad!

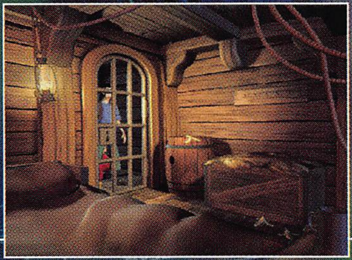
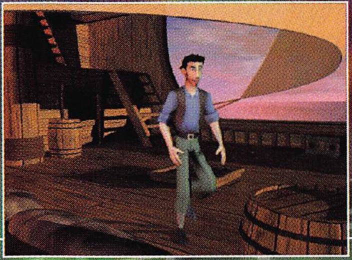
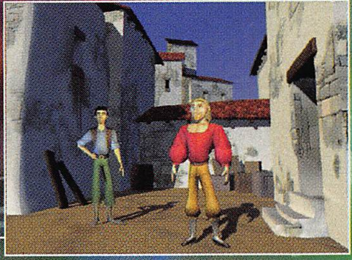



Batman Overdrive

Two-Face, the Riddler, Mr. Freeze and more have escaped from Arkham Asylum, and it's your job (as Batman, naturally) to get behind the wheel of the Batmobile or Batcycle and patrol the streets of Gotham City to track 'em down in this vehicular adventure. *(no screen shots available)*

Gold and Glory: The Road to El Dorado

A *Monkey Island*-like puzzle/adventure game based on the movie by DreamWorks. The visuals are the same, the humor is accounted for, and the script appears to remain faithful to the movie; players also have the option of two playable characters (Tulio and Miguel).

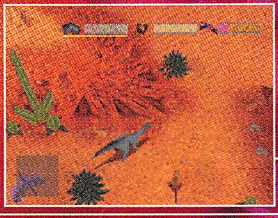
Dragonriders: Chronicles of Pern

Anne McCaffrey's fantasy-rich world of the Chronicles of Pern comes to life for the first time ever on console in this delicious Dreamcast port. Expect lots of side quests, combat, puzzles and a fully interactive 3-D world when this one comes out in the fourth quarter.



Dinosaur

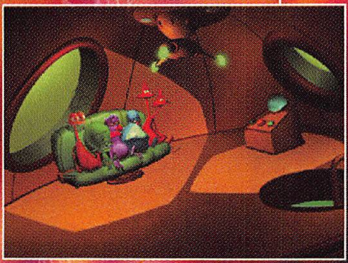
In this game, based on the Disney movie of the same name, gamers control three different dinosaurs as they wander the prehistoric environs and do battle with other fearsome predators, such as the much-talked-about velociraptors and less-famous carnotaurs.

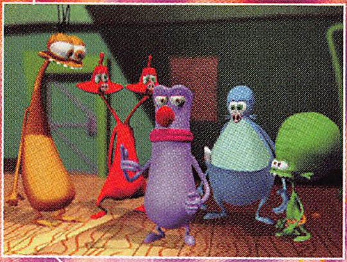




Stupid Invaders

Stupid Invaders, one of the most stylized games at Ubi's booth, is loaded with personality, charm and humor. Who can resist a game about five adorable aliens who crash land on Earth and must avoid capture by an evil scientist intent on dissecting them? Based on the animated series "Space Goofs."







Evolution 2

One of the first RPG's on the Dreamcast already has a sequel. Up for more dungeon-exploring action with a strangely named hero? Read all about Mag Launcher and the return of his frying pan-wielding buddies in our full review in Volume 8, Issue 7.





Peacemakers

In this military sim, one of the first online games for Sega.net, players will manipulate the media, play politician and act as dictator...all against friends or opponents via the Internet. It's essentially *Command and Conquer* with a heavier dose of politics and realism.







Surf Riders

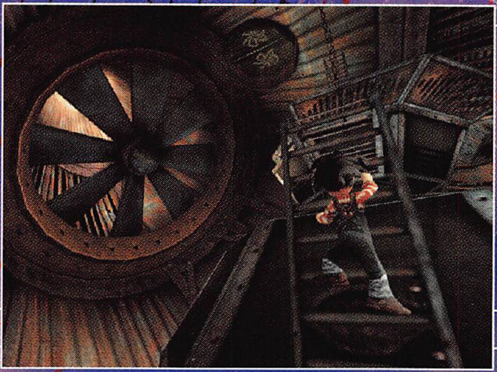
We get skateboarding, snowboarding, snowmobiling and motocross games...but where's the surfing? Ubi Soft attempts to fill that void with *Surf Riders.* Players choose a professional surfer and board, customize the waves to their liking and hit the surf...without having to worry about riptides, sharks and jellyfish.





Evil Twin: Cyprien's Chronicles

This one has the potential to be a huge hit, but is still early in development. *Evil Twin* has an incredibly dark, Tim Burton-like atmosphere, 3D adventure gameplay reminiscent of *Rayman 2,* and is heavily inspired by comic books and superheroes. Keep an eye out for this one!





Arcatera, the Dark Brotherhood

A medieval murder mystery filled with adventure, intrigue and multiple endings. Features open-ended non-linear gameplay, lots of puzzles to solve and over 120 characters to talk to.





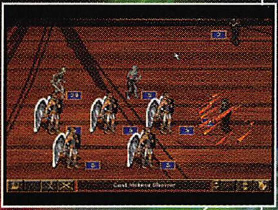


Heroes of Might and Magic

PC ports continue to flood the DC... Next up, we have *Might and Magic III*, a popular turn-based strategy game full of quests, combat and campaigns. Return the royal family and Queen Catherine to power!







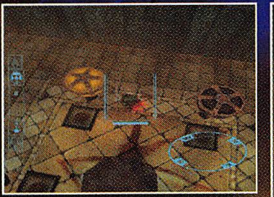
Inspector Gadget

Wowzers! Penny, Brain and everyone's favorite inspector star in this game based on the cartoon and Disney movie. Go-go-Gadget roller skates, hammer hat and spring-loaded legs all add to the high-tech, hilarious hi-jinks in this 3D adventure. *(no screen shots available)*

Deep Fighter



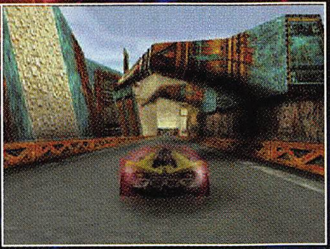
In this upcoming adventure, gamers take the plunge into a world that's well below the surface. Features 3-D dogfights, lots of exploration, FMV sequences to advance the story and lots of underwater intrigue. A giant squid, nasty pirates and a bottomless abyss await...





POD II

The contagion is unleashed! No, it's not an epidemic of stale Dreamcast racers, but a mutagenic virus known as POD. Mutant vehicles start spreading the dreaded disease all across the planet, and the only way to save the world is by jumping on Sega.net this September and racing against opponents all around the world.



Vatical Entertainment

Vatical who? Ahh, they're the US publisher of *EGG* on the Dreamcast. Man, how could we let that one slip? It took us forever to track them down, but with a *Bomberman* title in their lineup, ECM was adamant about locating the new developer. Hmm, ECM's excited about a squat SD character who blows the crap out everything... strange.

Bomberman 64

There seems to be some unwritten law about including *Bomberman* in a consoles lineup—the Genesis, Super Nintendo, Turbo Grafx, PlayStation, Saturn, PC, Dreamcast (hello SegaNet) and yes, the N64 have all played host to Bomberman's fiery blasts and utterly addictive gameplay. Now, everyone's favorite demolitions expert is set to return to the wondrous world of cartridges in *Bomberman 64: The Second Attack*.





Sea-Doo Hydro Cross

Apparently *Wave Race 64* not only proved to be the premiere console jet ski game, but the only one ever released on a home system at that. Well, five years later, it seems quite appropriate that a developer would return to the rough waters of personal watercraft racing. This time, expect sit-down Sea-Doos in place of stand-ups. *(no screen shots available)*

Iron Soldier 3

From its early appearance on Atari's Jaguar, *Iron Soldier* returns for the third time (at least until the Nuon version is released). New mountable weapons, more mechs, enhanced graphics and jetpacks are just a few of *Iron Soldier 3's* newest additions. *(no screen shots available)*

Polaris Snocross

From jet skis to snow mobiles, it seems Vatical is set to cash in on the recent hype surrounding "extreme sports." Hopefully, *Polaris Snocross* will follow EA's lead by mimicking the incredible action found in *Sled Storm*. Just watch out for yellow patches!





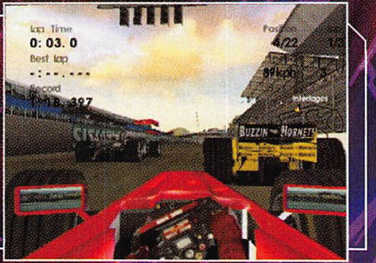
VideoSystem

Tucked away in the corner of the game show, Manchester based Video System showcased only one title, *F1 World Grand Prix*. It's not too often we run across a company that has but a single game in the works, but if the playable version manages to stay on course, DC owners will get a quality F1 title this year. Also, the same title is being ported to PS2, but was too early in the development cycle to make an appearance.

F1 World Grand Prix 2000

The lone offering from VideoSystem is a fast-paced F1 game that carries the endorsement of the Formula 1 racing league (which brings with it the real cars, drivers and tracks, all based on the real stats from the 1999 F1 season). A DC version is coming out soon, and a slightly upgraded PS2 version will appear next year. This might be the one that takes the checkered flag.



Working Designs

The company that wowed us all with its early TG-16 and SegaCD efforts is all grown up now, no longer relegated to the nether regions of the E3 show floor. WD was up front and personal at the event, reaping the benefits of its successful PlayStation lineup. As they say, location is everything (just ask us, firmly ensconced by the *Space Channel 5* panties-a-thon). The company featured a mixed bag (read: "varied") of titles on display: The highly anticipated *Lunar: Eternal Blue* and *Arc the Lad Collection* took center stage, while *Vanguard Bandits* and *Ray Crisis* also received solid playtime. Of special note was the fact that WD featured the single best piece of chicken given out at the show—no, not Lucia pin-ups or Hiro's safe-sex 'scabbard' holder, no, it was the boxing Ghaleon puppet that no gaming sausage should be without. ECM even pranced around the show floor with his puppet in plain view, garnering jealous stares and covetous glances... or maybe it was just that people were surprised that he really wasn't "that short after all."

Lunar 2: Eternal Blue

ECM may not get into too many traditional RPGs, but this and *Grandia 2* were his RPG picks of the show. Join Hiro and Ruby as they once again travel the mystical world of Lunar, this time in a much cleaner and less satirical fashion than the oft-maligned Sega CD iteration. If there's one PS RPG the gang at GameFan wants this year, it's *Lunar 2: EB*.




Ray Crisis

Shooter buffs may not be particularly fond of the latest in Taito's venerable series (see our last issue for the full import review), but that doesn't mean it didn't garner a fairly strong outing at E3. The stunning (for PS anyway) visuals, coupled with some decent shooting action, snared a large number of show-goers. Are we the only ones that think shooters make the perfect show game?



Vanguard Bandits

VB, produced in conjunction with Human, is the game formerly known as *Detonator Gauntlet* (shame on you, Midway—like anybody was going to confuse the two). It's WD's answer to *Shining Force* and *FF Tactics*-style strategy RPGs. The game looked decent, but was probably the least-played game at the booth. Of greater note is the stunning strategy guide that the company's produced for it: a hardback (yes, that's right, hardcover!), full-color, bookmark-toting tome of justice. If the Ghaleon doll hadn't been around to fight off its surly advances, it surely would've been the chicken of the show...

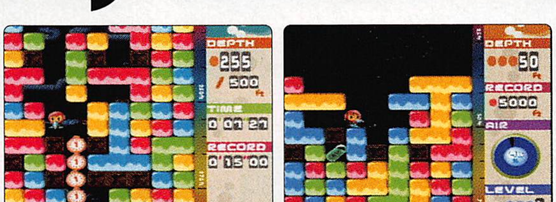


Arc the Lad Collection

You've begged, kicked, pleaded and screamed for them, and now, WD's giving 'em to you in spades. All three chapters of the *Arc* saga are now available in one complete, super-slick, WD-produced package. The series has always received a warm reception here at GameFan, and hopefully, now that we can play it in English, it'll captivate us as much the second time around.





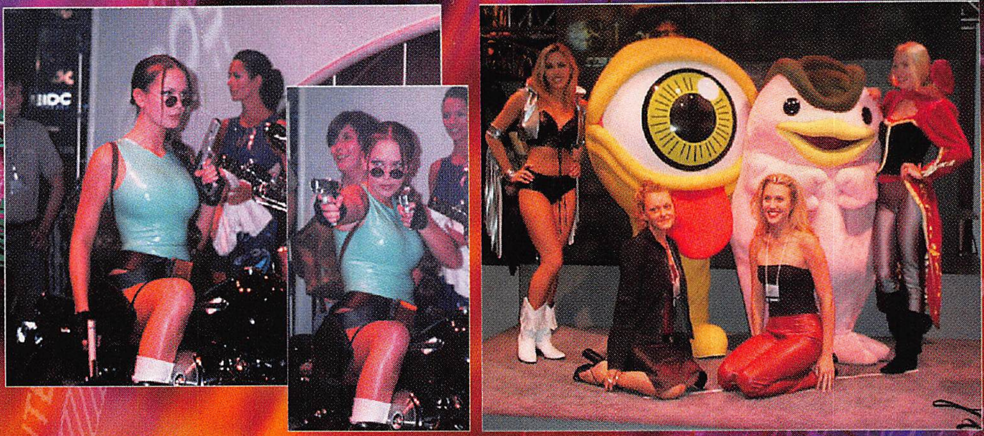


It's addictive. It's frenetic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drillin' there is no chillin'!

Mr. Driller™

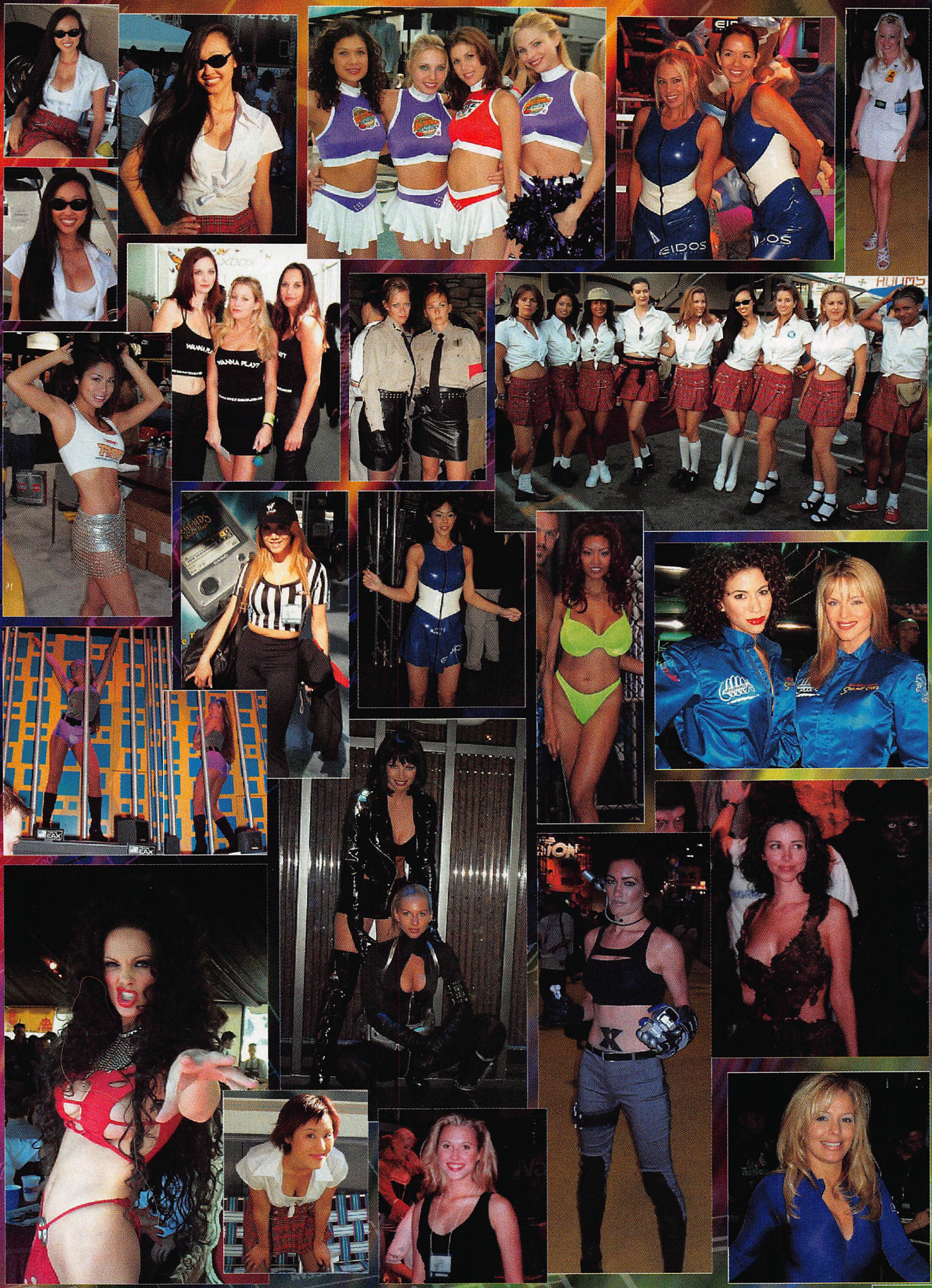
namco® Sega Dreamcast. GAME BOY COLOR EVERYONE E CONTENT RATED BY ESRB PlayStation®

E3 ELECTRONIC ENTERTAINMENT EXPO



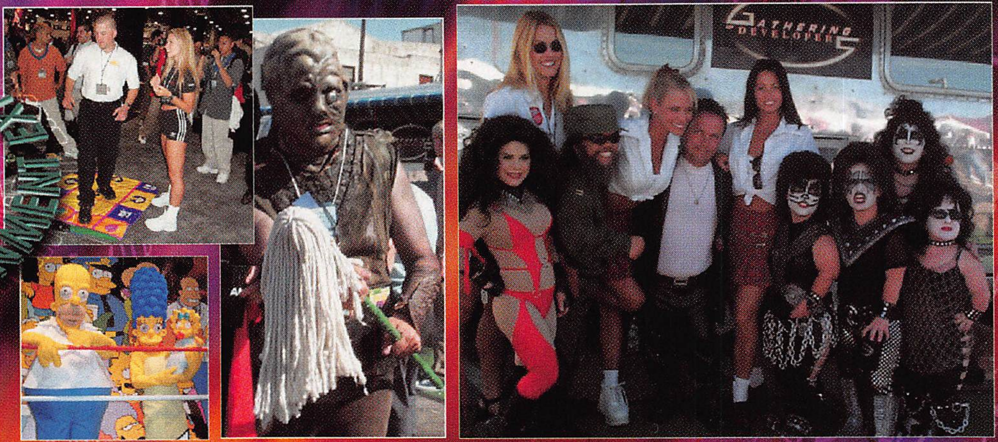
BOOTH BABE *Blowout!!!*



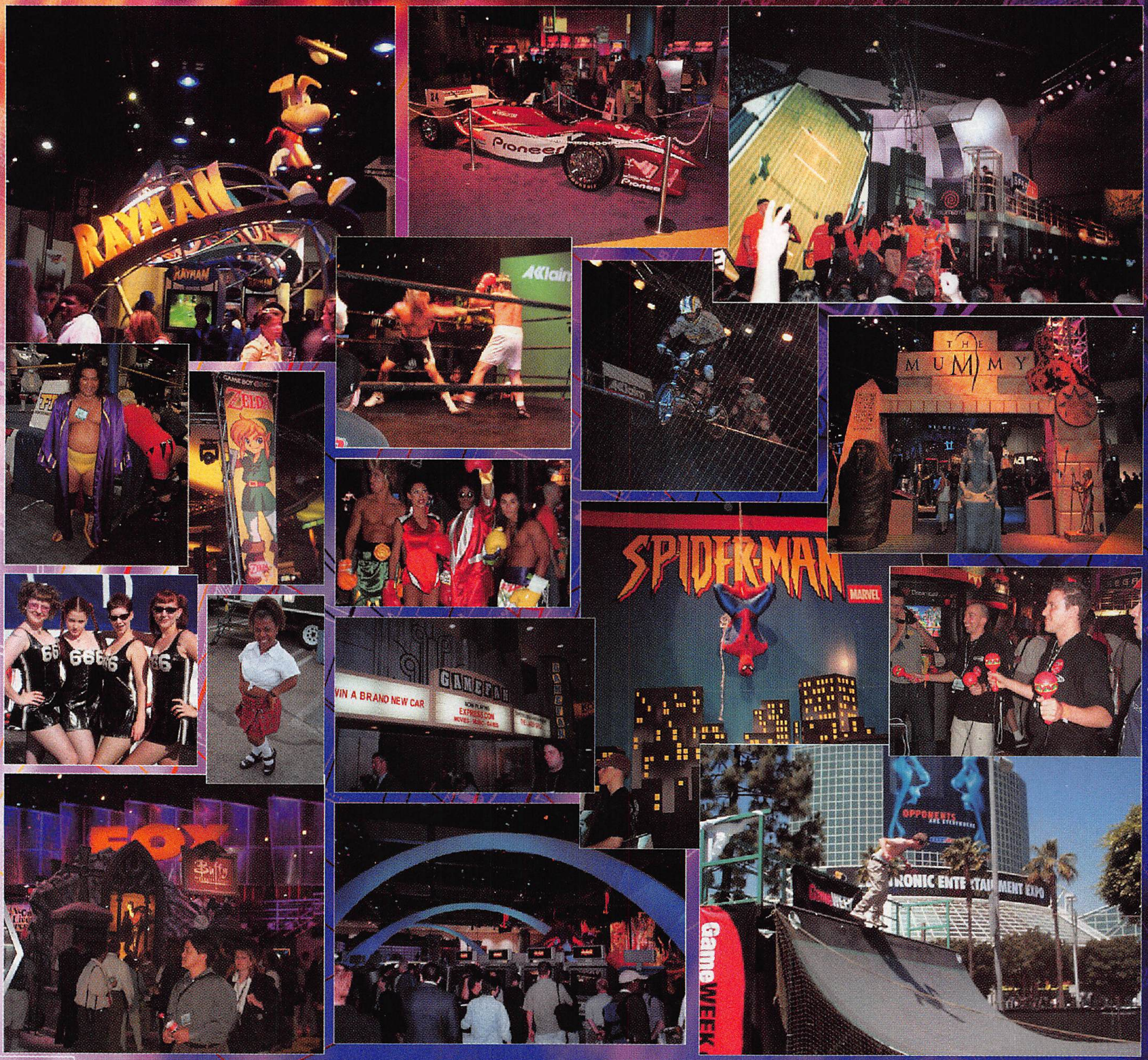

EIDOS
WANNA PLAY?

ELECTRONIC ENTERTAINMENT EXPO

E3



All things under the BIG TOP



Editor's E3 Top Ten

The Judge

In my top ten (which is in no particular order, by the way), I followed only one rule: The games had to be playable! So all the clamoring about the *MGS2* video went in one ear and out the other. Yeah, it was one of the coolest demos I've ever seen running, but it was nothing more than a well assembled tech demo. I think you have to be a fool to believe that the actual game (not the cut-scenes) will look anything like that...

Many of the most impressive games I saw this year were for the PC, from Microsoft's *Sigma* and Westwood's *Red Alert 2* to Interplay's *Sacrifice* and Sierra's *Arcanum*. The release of the X-Box is but a year away, though, and I hope that many of these will find new homes on the console. Speaking of PC: I made my pilgrimage to the Verant booth to talk to some of the *EQ* guys. While it was cool to meet some of the people behind my crack addiction, the teeming masses of turbo-nerds that descended on the booth almost put me off of *EQ* altogether. Almost.

Speaking of the X-Box, the closed-door demo that Microsoft ran was absolutely amazing. Its hardware ran at one *tenth* the power of the projected final machine, but still managed to generate some of the coolest visuals I've ever seen. The last thing I want is to see Microsoft become dominant in another area, but I can't help but be excited about the prospect of the software giant jumping into the console arena.

If you check the newsgroups, you probably already know that Sega stole the show. As it did at the TGS, they wowed us with more and better games. Sony's PS2 titles were far from impressive considering the hype we've been spoon-fed over the past eight months. Even Nintendo outdid Sony this year, with a (small) library of titles that were all triple-A.

The biggest disappointment of the show for me was getting the shaft at the THQ booth. I showed up there at 2 p.m. for what I thought was my appointment to meet Bruce Campbell, but I was instead told to go to the end of the line... which was 200 people deep and full of nothing but monkeys. Now, I'm sorry for being an industry snob, but the people behind E3 need to tighten up their criteria for exactly whom they admit. Just because you ponied up fifty bucks for a domain name and mimeographed yourself a business card doesn't mean you should be able to walk the show floor and clog up every kiosk. Maybe actually playing the games should be a right reserved for retail buyers and media... I don't know, just a thought.

In all, E3 2000 was the best in years, with many more high quality games, some cool surprises and, best of all, no really horrible hangovers.



1) Quake 3 (DC)
2) Mario Tennis (N64)
3) Dynasty Warriors 2 (PS2)
4) Ultimate Fighting Championship (DC)
5) Billabong Pro Surfer (DC)
6) World Series Baseball 2K1 (DC)
7) Madden 2001 (PS2)
8) Outtrigger (DC)
9) Dino Crisis 2 (PS)
10) Virtua Tennis (DC)

Fury

Believe me, there was a time in my life when shows of this caliber meant something special to me. But sadly, the days when my Dad and I used to hit the Chicago CES and revel in the latest electronics, video games and <ahem> adult entertainment are now little more than a memory. The truth is that the show has gotten way too big for its own good. I miss the intimacy of the first few E3's and all those classic CES shows of yesteryear. Who wants to wade through legions of sweaty shoulder-to-shoulder gamers just to get a glimpse of upcoming titles? Not Fury.

But regardless of my social phobias ("You'd best like crowds, boy!"), games appear each year that make it all worthwhile... and luckily, at this year's event, there were several of those "killer apps" that kept me focused no matter how many times I was bumped, jostled and just plain pushed aside by overly enthusiastic show-goers.

Can I get an "Amen!" for *Metal Gear Solid 2*? Anyone that stopped by Konami's booth can attest to the intensity of this near-religious experience, as giant monitors displayed Hideo Kojima's most recent handiwork. E3 is every bit as loud as a heavy metal concert, but while the trailer for *MGS2* played, there were few among us who dared make a sound. Some GameFan editors (ECM and the Judge) are quick to claim that there's no way we'll get to play those freakish sequences a year from now, but I'm willing to wait till it hits store shelves to decide for myself. Hey man... it's good to dream, right?

O.K., so Sony seemed intent on showcasing the DVD ability of its super console instead of filling every kiosk with awesome games... no biggie. If only you could've seen the otakus salivating over "The Matrix" and "Stuart Little." But had they not been possessed by the power of digital Keanu, they might have noticed Capcom's PS2 effort, *Onimusha*. The game uses pre-rendered backgrounds (in contrast to *Code Veronica*'s real-time environments), but still looks absolutely incredible.

Now, Sega may have held everyone's attention at the show with more killer games than... well, anyone else, but it neglected the best game of the show—*Phantasy Star Online*. No, the game wasn't playable, but it still deserved a huge display (something at least as extravagant as *Space Channel 5*'s). The game's unbelievable. Sonic Team just keeps getting it done again and again...

But now it's all over, and luckily, I'm free—until next year's madness, anyway, where perhaps the "Big N" will showcase something a little more interesting than an open bar. Yeah, *Zelda* was cool (really cool, in fact), but I want some new Nintendo hardware... bad. Could it be that next year's E3 will feature Microsoft vs. Nintendo? Only time will tell... but trust me, I'm not exactly counting the days.



1) Zelda: Majora's Mask (N64)
2) Onimusha (PS2)
3) Perfect Dark (N64)
4) Ferrari F355 Challenge (DC)
5) Samba de Amigo (DC)
6) Outtrigger (DC)
7) Cannon Spike (Arcade)
8) Alien Front (DC)
9) Illbleed (DC)
10) Mars Matrix (Arcade)

Kodomo



1) Tokyo Xtreme Racer 2 (DC)

2) Oddworld: Munch's Oddysee (PS2)
3) Jet Grind Radio (DC)
4) Mario Tennis (N64)
5) Quake 3 (DC)
6) UFC (DC)
7) Gran Turismo 2000 (PS2)
8) Seaman (DC)
9) Ferrari F355 Challenge (DC)
10) Lunar (PS)

Ever get the feeling that something just isn't as good the second time around? Last year was the first opportunity I had to attend E3, and I have to say that this year's show just didn't have the kick that 1999's did... I'd already had the chance to put most of the playable games to the test at the spring Tokyo Game Show (which ECM now mentions only ten times a day), and I was left wanting more.

Sure, there were a few surprises, most of which came in video form, but I can't put too much stock in something that I don't have my hands on. I can vividly remember the PlayStation2 *Tekken Tag Tournament* and *Gran Turismo 2000* tech demos, but after testing both extensively, I just don't believe the development hype anymore, especially in light of Sony's disappointing showing at this year's E3. It's easy to say what you *will* do, but actually doing it is another matter altogether. *Metal Gear Solid 2: Sons of Liberty* might just be the most impressive presentation I've ever *seen*, but it isn't the most impressive I've ever *played*, and that makes all the difference in the world. Other notables, including *Phantasy Star Online*, *Wipeout Fusion* and *Z.O.E.* raised my pulse, but again, I'll wait to see just how much is fact and how much is fiction.

If I left the 2000 E3 with one thing (other than a massive hangover), it was the knowledge that there are a lot of quality DC games coming down the pike this year. *Jet Set Radio* (*Jet Grind Radio* this side of the Pacific), *Grandia II*, *Ultimate Fighting Championship*, *Tokyo Xtreme Racer 2*, *Seaman: The Forbidden Pet*, *Quake III* and *Shenmue* (to name but a few) are all set for release this year, and it's clear that the Sega Dreamcast ***is*** a serious player. Sega's made an unusual habit of talking about the immediate future, while others (Sony and Microsoft, specifically) talk about what's to come in the next twelve to sixteen months. Gaming's not about the future, though, something so far off and tainted by a million yet-unknown factors—it's about the tangible, the fun that you can hold in your hand and play today. That's not to say that Sony, Microsoft and Nintendo don't have solid games in the works (trust me, reserve *Mario Tennis* now!), because they do—but in the next six months, you'll see an explosion of quality DC games that is yet unheralded.

Now, if you'll excuse me, I must get back to the task of tracking down Ulala and finding out the cause of that mysterious backside bruise...

Editor's E3 Top Ten



1) Persona 2 (PS)

2) Capcom Vs. SNK (Arcade)
3) WWF No Mercy (N64)
4) Quake 3 (DC)
5) Eternal Arcadia (DC)
6) Harvest Moon: Back to Nature (PS)
7) Samba de Amigo (DC)
8) Jet Grind Radio (DC)
9) Rhapsody (PS)
10) Cotton (NGPC)

Well, another E3 has come and gone, and what a show it was... All those Dreamcast lovers out there who've taken a beating from the media, game stores and the public for "supporting a dying system" should stand up and be proud, for without question, Sega stole the show and proved that its little wonder system is the place to be if you love good games. Let others do or say what they will, just sit back and enjoy an assault of awesome games that'll appear in the very near future...

Yes, this year was again about Sega. *Phantasy Star Online*—wow. This game's going to be huge. Unfortunately, I fear that it won't sport a "true virtual world" like *Ultima Online* or *EverQuest*, which would be a shame. Still, I can't begin to fathom the hours I'll lose to this title. Then there's *Quake 3*, with mouse and keyboard, plugged into my VGA box (I get giddy just thinking about it), and some other items I was happily surprised to see, such as *Samba de Amigo*, *Gunbird 2* and, of course, the amazing Bleemcast. My entire PSX library is reborn! I'll happily finish *Silent Hill* another eight times!

O.K., I once swore that I'd quit playing video games if we never got a U.S. version of *Persona 2*. Thankfully, I don't have to live up to that promise... it's coming. And WOW, that cover—it's quite possibly the most beautiful piece of U.S. cover art ever. Atlus is a true gamer's company.

Onimusha aside (I'm still upset about its pre-rendered backgrounds), the PS2 did have one shining moment in which I was entranced—the *Metal Gear Solid 2* demo video. Yes, it was only on video, but what an experience that video was. Of course, as part of a sinister trade-off, Konami showed no sign of *Silent Hill 2* just to make me suffer...

Anyway, then it was off to Nintendo for THQ's *WWF No Mercy*. Take *WM2K*, replace a bunch of losers (meat!) with some awesome recent additions (Angle!), toss in some new modes and a better character editor, and Shidoshi's a happy boy. To be honest, THQ's DC *Royal Rumble* game wasn't too shabby-looking, either... SNK also gave us a nice, diverse selection of upcoming NGPC titles, which was very nice to see.

Finally, we come to *Capcom Vs. SNK*. Sure, it's early, and it plays a bit too slow at this point. But just watching others play, I understood how special and epic the game really was. I never thought I'd see my words come to so much life years ago when I wrote about such games on GameFan Online.

Shidoshi

Editor's Top Ten

ECM

So what did I think of E3 this year? Well, other than being extremely thankful for the *Space Channel 5* ladies (Koei, 3DO and GameFan thank you mightily for the traffic boon—never underestimate the overwhelming power panties wield over sausages), I considered this show to be particularly underwhelming. You can blame it on a lackluster showing from the PlayStation 2, the lack of a large repertoire of 'real' games (wow, another couple hundred racing, fighting and sports titles... just what the world was looking for), or maybe just my restless soul, which longs to be free to frolic with the wee folk, making merry and imbibing of the sweet nectar of life... Personally, I blame it on the endless stream of generic clones, copycats and 'me too' games that threatened to consume the L.A. Convention Center like an especially unfriendly, pustular blob (or was that just Kid Fan, hmmm...).

There was one bright spot, though. Perhaps it had something to do with Sony's meager showing, but it was clear that Sega dominated the proceedings. Drone after drone lined up to take part in Sega's massive, convention-center-shattering display, and all through the show, one could hear things like "Sega is killing Sony" and "Sega rules, Sony sucks" echoing throughout the various halls and corridors, making it quite clear that Sony won't have an easy road come October 26th. However, just because Sony had a less-than-spectacular outing this time 'round, it's probably a safe bet that the second-generation stuff will be head and shoulders above these initial offerings.

Nintendo had things well in hand (between trips to the bank) and made a nice showing, as well. *Mario Tennis* was one of the top titles at the show. There's nothing quite like a really well-executed golf or tennis game—just ask Sega...

Speaking of the aforementioned lack of innovation, apparently Sega thought otherwise and featured spectacularly original title after title. Games like the previously seen Ecco the Dolphin, Jet Grind Radio, Phantasy Star Online (see showstoppers for shots), Samba de Amigo (What? Something new added to the dancing genre? Heaven forbid...). Yep, Sega had things well in hand.

The shocker of the show, though, was EA's *SSX*. Let me just say that I didn't really expect much from this one, but it came through in style! If EA can just get the frame-rate up to a solid 60 fps, it could be a real contender as Game of the Year (of course, I also thought *Expendable* was great at last year's show—remember, kids, two minutes of play time will not a sound judgment render).

So yeah, it was mainly a giant pain in the hindquarters, but there was fun to be had, provided you knew where to look...up, for instance (thanks again, Ulala).



1) Mario Tennis (N64)
2) Grandia 2 (DC)
3) Dark Cloud (DC)
4) Mars Matrix (Arcade)
5) Turok 3 (N64)
6) Armored Core 2 (PS2)
7) Billabong Surfer (DC)
8) Dynasty Warriors 2 (PS2)
9) Snowboard Super Cross (PS2)
10) Alien Front (DC)

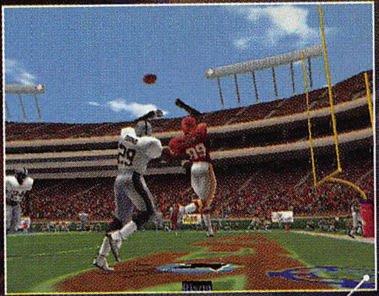
Eggo

Sega's "big thing" at E3 was Sega.net, and one of its premiere titles leading the online charge was *NFL2K1*, which is an update of *NFL2K* with better visuals, more goodies and, most importantly, online play! Its predecessor, *NFL2K*, was **the** best game available at the Dreamcast's launch, and I didn't see much room for improvement. Those crazy guys at Visual Concepts did the impossible, though, and made significant improvements to an already impressive title.

The other frontrunners in the online charge are *Quake 3* and *Phantasy Star Online*, which continues to impress with amazing visuals, parties of players from around the world and the Sonic Team seal of approval. *PSO* already looks better than Square's 'revolutionary' PlayOnline (which basically offers the same thing—uniting gamers from around the world, plus some superfluous extras), and it's closer to reality (i.e., a playable game) than *FFXI* at this point. *PSO*, like *Metal Gear Solid 2: Sons of Liberty*, was only shown in video form at the show, though the *Phantasy Star* footage was at least of gameplay.

Kudos to Hideo Kojima for once again selecting E3 as the place to unveil footage of an upcoming game. Three years ago, *Metal Gear Solid* wowed show-goers when it appeared in video form, and the sequel did the same this year. Many would tout *MGS2* as this year's Game of the Show, but it was only shown in video form, with little apparent gameplay, so we're not going to put it on a pedestal just yet (though, visually, it's in another league than other PS2 games).

As for the remainder of my top ten, it's good to see *Grandia 2* secure a publisher early on. I also got a chance to play the elusive *Dragon Quest VII* at the show, and while its graphics looked dated, the gameplay and overall quality of this old-school RPG look promising. *Dynasty Warriors 2* looked a lot better than *Onimusha*, which was a bit disappointing... *DW2* offered lots of hack-and-slash/beat-'em-up action, including smiting enemies from atop a horse and leading a platoon into battle (like a controllable *Kessen*). To me, *Onimusha* resembled *Resident Evil* a bit too closely (with its pre-rendered backgrounds, rotating character controls and feudal zombies just standing around, waiting to be butchered), but it's harder and more dangerous to aim a sword than a gun. Moving on, we come to *Mario Tennis*, the latest offering from Camelot, creator of one of my favorite N64 games of all time, *Mario Golf*. The final five games in my top ten offer overwhelming personality, classic gameplay, or both.



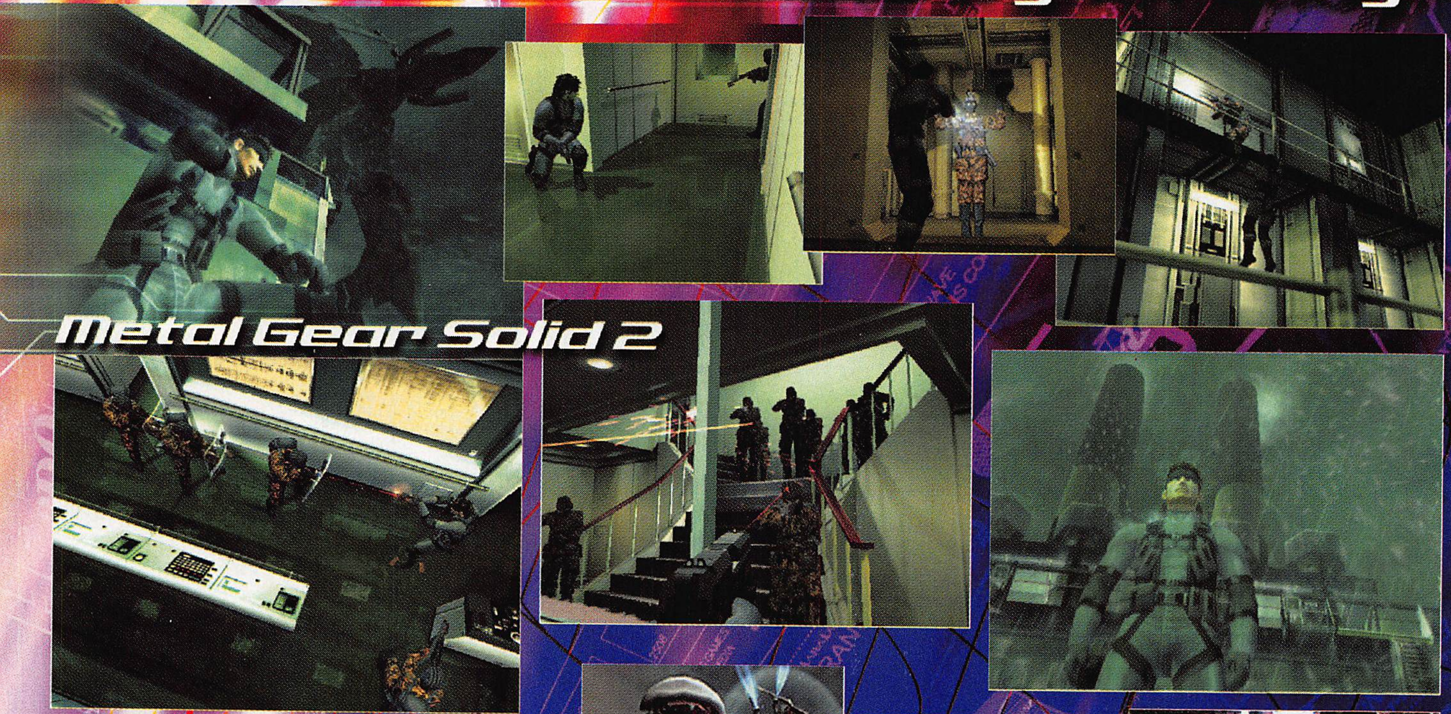
1) NFL 2K1 (DC)
2) Grandia 2 (DC)
3) Dragon Quest VII (PS)
4) Dynasty Warriors 2 (PS2)
5) Mario Tennis (N64)
6) Lunar 2: Eternal Blue (PS)
7) Harvest Moon: Back to Nature (PS)
8) Tony Hawk Pro Skater 2 (PS)
9) Samba de Amigo (DC)
10) Mars Matrix (Arcade)

In case you're wondering why games like *Metal Gear Solid 2* and *Shenmue* aren't in our top ten games of the show, the reason is simple—they weren't playable. Quite a few games at E3, in fact, were shown only in video form. These titles may have wowed many a show-goer (you could practically tell time by Konami's booth—*MGS2* drew huge crowds whenever it played... every hour, on the hour), but we felt it wouldn't be right to give game of show honors to a video. Such was the case with many of these games, which otherwise would've been showstoppers...

All of the following were big-name titles, though, and were deserving of more coverage than a fifty-word blurb, so we thought we'd bring 'em back for more. We'll let the screen shots speak for themselves. Here's another look at *Metal Gear Solid 2: Sons of Liberty*, *Z.O.E.* and *The Bouncer* on PlayStation 2, *Sonic Adventure 2*, *Phantasy Star Online*, and *Shenmue* for Dreamcast, *Final Fantasy IX* for PlayStation and the early X-box tech demos. We'll likely see all these games next year at E3 in a more finalized development state...

E3 Show Stoppers

Are you ready?



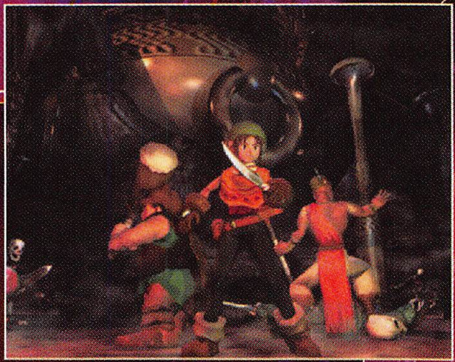
Metal Gear Solid 2



Zone of the Enders


The Bouncer
Final Fantasy IX
Phantasy Star Online
Sonic Adventure 2
STOP
Shenmue
X-box Tech Demo

Dark Cloud









The general consensus around GameFan in regards to Sony's E3 showing would be "anemic." Not only did it not own the show, but it actually had the most frail presence of the Big Three. Most of the blame for this, however, can be squarely placed on one tangible factor (we'll ignore the whole "cavalier attitude" for the time being): the mystifying lack of rock-solid, AAA first-party titles.

Sony's always been known as 'the house that third parties built,' but we genuinely prayed that it would change its stripes before the release of the PS2. No luck yet... however, that didn't stop it from having at least one eye-opening, mind-bending, gotta-have-the-console-to-play-it killer app. And no, it wasn't *Gran Turismo 2K*, it was a title by the name of *Dark Cloud*...

Now, is there anybody out there that wouldn't kill for a sequel to Quintet's immortal *Act Raiser*? You remember it, right? Enix published it at the dawn of the SNES' life on a 'mere' 6 MB cart. Gamers played a loving angel that ruled his people with devotion, but when some demons decided to mess with his peeps, he brought down the fire and brimstone. And yes, I intentionally omitted the official sequel hack job commissioned by the jackals running Enix America way back when...

Nine years have passed, though, and we're finally seeing a 'sequel' of sorts. *Dark Cloud* takes the best elements of *Act Raiser* (the city-building and people-loving) and melds them into a game that clearly rips a page or two from the mighty *Zelda* in quest mode.

The game's comprised of two distinct elements: building and maintaining Georamas (kind of like dioramas, but **much** cooler) and standard action-adventure gameplay. The Sony press materials on the game reveal that "RPG fans can create and explore their own virtual world," but it's not quite that cut-and-dried. Players do build structures and tend to their people, but it's not as if you create the whole game world.

That's O.K., though, 'cause as it stands, it's one of the few games you're going to want to buy a PS2 to play...

ELECTRONIC EN

GameFan's Top Ten







Much fanfare has been showered on *Kessen*, the visually stunning epic, but *Dynasty Warriors 2* was the game that we thought stole the show. Essentially, *DW2* is a beat-'em-up on a larger scale... You aren't just pounding street thugs or terrorists to get from point A to point B; turning the tide of major battles is your duty here.

The action is staged on a massive battlefield covering over 150 acres. Each battle features a different set of objectives to be accomplished, including storming an enemy fortress, protecting a group of soldiers and capturing an enemy commander. What makes this game so cool, though, other than its superb graphics, is that it's all in real time, and the whole battlefield (all 150 acres of it) teems with soldiers who do their thing as you do yours.

Much of the game's strategy lies in the player's ability to read what's going on in the overview map in the corner of the screen. If you notice the enemy forces beginning to turn the tides in a particular area of the battlefield, you'll need to go over there and stave off the assault (don't forget your hack-and-slash skills, either—you'll need them on top of all of that). Koei really impresses with *Dynasty Warriors 2*.

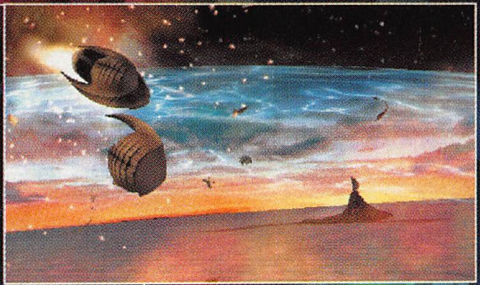




Dynasty Warriors 2

Ecco the Dolphin: *Defender of the Future*





Sega easily owned this year's E3 (talk about human gridlock...jeesh!) with more games than I'm sure even it knew what to do with, but there were a number of grade-A titles that seemed to slip through the cracks. Many of these games, including *Phantasy Star Online* and *Sega GT*, were among the best of the show, and I just couldn't understand why Sega didn't stage *Space Channel 5*-quality displays for each of them (not that showgoers weren't satisfied with Ulala's constant gyrations). Another of these "lost souls" was *Ecco the Dolphin: Defender of the Future*, a title that most staffers 'round the GameFan office regard as a near work of art. See it in person, folks, and you'll surely agree with us... We're talking water effects that put nearly ANYTHING done before to complete shame. Remember when *Wave Race 64* first appeared? Do you recall how freakish those water effects looked at the time? Well, *Ecco* doesn't quite sport the incredible physics found in WR, but it easily showcases the most beautiful water effects found in any game. And let's not get started on the amount of underwater detail... my god, the barnacles, seaweed, and all those pesky fish look remarkably real. Even *Ecco*'s original creator, Ed Anunziata, thought the game looked absolutely gorgeous.







GameFan's Top Ten

If you've been a longtime GameFan reader, you know how we got behind the import *Grandia* on Saturn. We cried when Sega didn't bring it out...and we cheered when Sony eventually published it on PlayStation (...until we heard the voices). Thankfully, we don't have to go through that whole rigmarole again; the sequel to that ill-fated RPG is coming to Dreamcast.

GameArts (creator of *Lunar 1* and *2* and *Grandia*) is back with what's shaping up to be another classic RPG. It's still somewhat early for *Grandia 2*, but everything we've seen so far has been of top-notch quality. There was a playable version on the show floor that consisted of a single looping battle sequence. It was very early in development, but the graphics were exceptional. The first game's stunning level of detail had been preserved, the environments were huge and extremely colorful, and the battles were full of dazzling special effects that left us saying "PlayStation who?" Every time shots of this game are released, we marvel at how GameArts is able to sustain such a high level of quality. Sega's really going to need more AAA-quality RPGs like *Grandia* and *Phantasy Star Online* if it's going to make the Dreamcast a role-playing force to be reckoned with.

Early details about the story are already emerging... One thousand years after the events of the original *Grandia*, the world is a wasteland. The forces of good and evil waged a mighty war, and believe it or not, evil prevailed (score one for the underdogs!). The planet is completely torn apart, and a major crevasse—evidence of the conflict that happened earlier—threatens to split it open. Justin and his colleagues from the first game are long gone. In their place, we've got characters like Rudo (the apparent main character, who looks like Justin), Elenia (a priestess), Millenia (a magic user) and Sky (a talking falcon).

The Japanese version is currently scheduled for release in August, and Ubi Soft is discussing the holidays for a U.S release.









Grandia 2

Lunar 2: Eternal Blue





History would have you believe (incorrectly) that the Sega CD was only good as a doorstop, but those of us that took the plunge (all $300 of front-loading glory's worth) were rewarded with some truly stunning titles—games like the incredible *Batman Returns, AH3 Thunderstrike, Wonder Dog,* and a suite of powerful titles from infant developer Working Designs. Some of WD's games were clearly mauled in the translation department (i.e., *Popful Mail* and *Vay*), but others were truly remarkable. Chief amongst them were *Lunar* and *Lunar Eternal Blue*—games that, to this day, are synonymous with Working Designs.

After the runaway success of *Lunar: Silver Star Story* (250,000 served), WD wisely decided to release the upgraded version of its sequel as well: *Lunar Eternal Blue.* The original *EB* suffered a bit from one too many cultural allusions (the ol' Clinton joke was the most glaring example), but WD's promised that this time around, the game **will** be toned down (hopefully, General Leo will return to the home team... <wince>).





What this means for you and me is a return to one of the single greatest RPG worlds ever crafted. More than one individual 'round the GF office believes that *Lunar EB* is superior even to the best *Final Fantasy* titles. Assume the role of Hiro, teen-aged treasure hunter and faithful companion of Ruby, the flying... cat?! Those that played the first *Lunar*, of course, know better...

Needless to say, the game left quite an impression on GF staffers near and far, and managed to creep its way into our Top Ten of the show. Its graphics are clean and sharp (a far cry from the dithered mess of the original), its music is brilliant and its cinematics should prove to be the best seen in any WD PS title.

Along with *Grandia II*, this is one of the most hotly anticipated RPGs of the year (*Final Fantasy* who?!?).

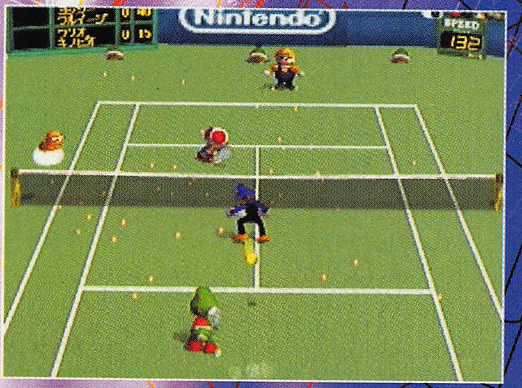
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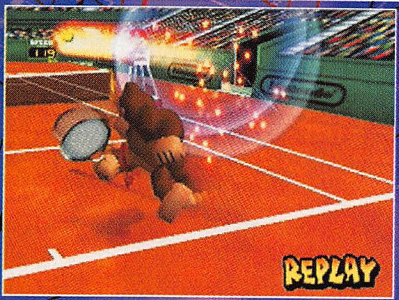
GameFan's Top Ten

Over the years, many companies have developed tennis games, but sadly, the majority of these titles have been poor to downright terrible. While walking the show floor, however, it became very clear that two companies, Sega and Nintendo, were intent on changing the very face of home console tennis games for good. *Virtua Tennis* for Dreamcast featured unbelievably fluid animation, awesome energy and extremely user-friendly play mechanics, but it was the personality and humor found in *Mario Tennis* that stole the show. Camelot, the developer behind the game (and of such stellar games as *Mario Golf, Hot Shots Golf* and *Shining Force*), once again pulls out all the stops and injects Nintendo's newest sports title with all the silly antics gamers loved in Mario Golf. Things like a friendly learning curve that even skill-challenged gamers like Fury can keep up with and a high replay value that'll keep tennis enthusiasts unlocking new characters until the wee hours of the morning. So prepare to hit center court and watch that McEnroe mouth (this is a *Mario* title, after all)—Mario and company are set to give Tiger Woods a run for his money this summer.



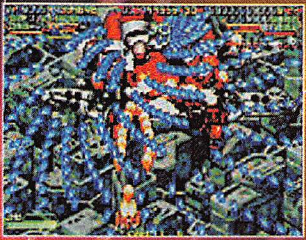






Mario Tennis

Mars Matrix

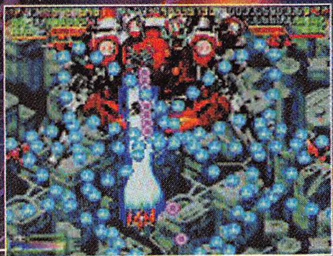


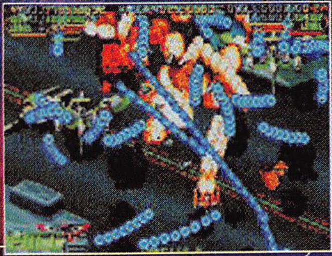


GameFan is fast becoming one of the last sanctuaries in which wayward shooters can come to be free from persecution—a place where they won't be bashed for "dated 2D graphics" or "been there, done that" gameplay. No, we like shooters, and we like 'em more if they're 2D! So what's GameFan's pick for Best New Shooter of the Show? Capcom's CPSII arcade game, *Mars Matrix*. It's from the same team that did *Giga Wing*, and already plays better—it's actually challenging (i.e., it's not a cakewalk like *GW*), and according to the Capcom reps, it's still early in development. Admittedly, the bosses look a bit plain; they're screaming for a major visual overhaul. But the game's already great, and it can only get better, so you can see why we're putting it in our top ten.

The game was tucked away in a single, unmarked arcade cabinet at Capcom's booth, and never drew the large crowd of gawking spectators that games like *Onimusha* or *Power Stone 2* did, but whenever we wanted to play, there were always people on the machine. Most of them died non-stop, and hit the continue button rhythmically like a lobotomized, chain-smoking senior citizen on a Vegas one-armed bandit... but at least the game got some play (perhaps one of ECM's future rants will touch on the disturbing lack of skill in today's gamer).

There must have been over 300 games to choose from at E3, but many of our editors kept bumping into each other at this lone arcade cabinet, the unofficial water cooler of the show. Why did we keep coming back? Simply because *Mars Matrix* is an unadulterated gameplay experience, one not riddled with pointless CG, long-winded story lines or massive poly counts. No, here the frame-rate is up, the action is intense and the gameplay is sound. What more can we ask for? Right now, *Mars Matrix* is only a CPSII arcade game, but at the rate Capcom's going (first *Giga Wing*, now *Gunbird 2* and *Cannon Spike*), we could someday see it on Dreamcast...or at least hope to see it. Score one for old-school gameplay!







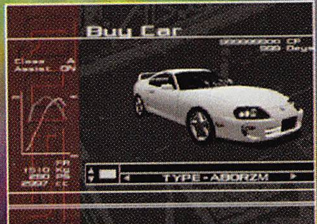
ENTERTAINMENT EXPO

GameFan's Top Ten



The U.S. street racing scene is generally limited to young people who take Honda Civics, Acura Integras (okay, they're *really* Hondas too) and Mitsubishi Eclipses to the limit of four-cylinder tuning. Go to Japan, though, and you'll see cars of such immense 'stock' power and precision, sometimes tuned to over 900 horsepower, driving around on a daily basis. The mind begins to boggle at what the average Joe could do on a narrow, dark highway with one of these mechanical marvels...

With the 1999 release of *Tokyo Xtreme Racer*, then, Crave set out to tap that wondrous scenario, and with amazing visuals, a heightened sensation of speed and the ability to tune cars past logical limits, *TXR* held its own against all other DC racers. Unfortunately, it wasn't without justifiable criticisms. The control was looser than many players liked, and there was only one highway to race on. Time passes, though, and gamers move on to the next supposed great thing...

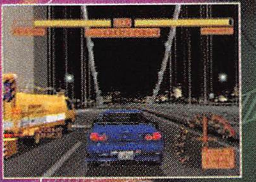


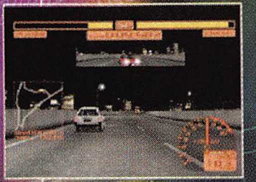
The simple fact is this: **Tokyo Xtreme Racer 2 comes closer to the 1999 PS2 tech demos than Gran Turismo 2000 does.** It's a bold statement (no pun intended), I know, but that's the reality of the situation. Pass a slow-moving car at 180 mph, and you'll notice high-quality textures and graphical goodness blended with the perfect sensation of speed.

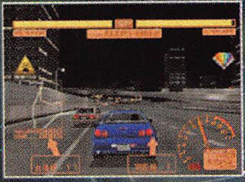
Look past the stunning visuals (if you can), and you'll see that almost every negative point of the first game has been addressed. Indeed, the list of improvements reads like a winning stock portfolio—600% more track, over 120 cars and double the amount of rivals. The only drawback to it is its control, which is still a little 'floaty,' but when you get past that (notice I didn't say "if"), it's the best racer coming to the DC this summer hands down.

Now, when *Daytona 2* and *Ferrari F355* see the light of day...

Tokyo Xtreme Racer 2

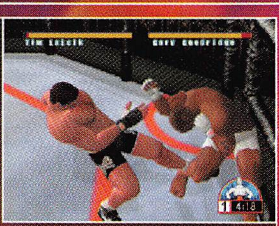






Ultimate Fighting Championship

E3s come and go, usually holding little more than a passing fascination and the ability to excessively drink on some generous company's dime. Sure, there are some amazing games, but when you axe the unplayables and those that won't be released for another 500 days, you're left with a few top-notch playable games that have been publicized for months. Getting a chance to play something that's still in development, yet turns out to be much better than imagined, is truly the biggest kick.





Ultimate Fighting Championship, which is based on the (in)famous pay-per-view events, gives gamers the chance to play as any one of twenty-two famous badasses. These guys are the type that don't shy away from walking down a dark alley at night, and will use any technique or style to knock you out when locked in the steel octagon.

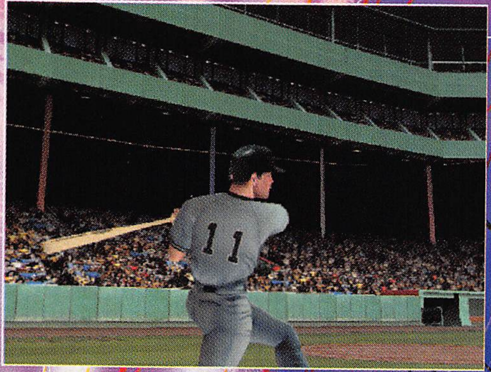




The raw numbers, though, are even more impressive... The game comes with thirty mixed martial art styles yielding over 1,200 combos and 3,000 moves. Each combatant has his own set list of moves (punch, kick and grapple), but you'll get to choose which style to fight with. Obviously, certain styles, such as Greco-Roman wrestling and jujitsu, favor the grappling game. Opponents that refuse to submit will come out with pretzels for appendages. Press a combination of buttons, and faster than you can say 'full contact sport,' your fighter dashes in to grapple. This is when the fun really starts.

The graphics aren't the best that the DC's ever seen, but they're definitely in the top ten percentile, and that's only one of the traits that sets this Alpha game apart from the pretty cannon fodder that has become so commonplace these days. The fluidity of motion, rapid control response and sheer fun factor truly knock *UFC* out of the novel idea bin and drop it squarely into "you must own this game" territory. Crave's got a winner with *UFC.*

GameFan's Top Ten

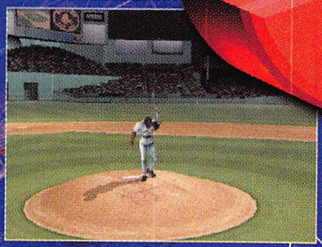


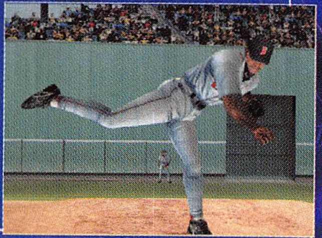
You'll notice that *WSB 2K1* contains almost nothing new, innovative or particularly clever... It has this year's rosters, all of the stadiums, plenty of managerial options and all the standard modes of play, injuries, hot and cold zones within players' strike zones and all of the stats you could ever want.

The thing about it, though (and you'll notice this even quicker), is that *WSB 2K1* is the best-looking and (hopefully) best-playing baseball game ever. I say "hopefully" because none of us could play the game for very long... Throngs of people were constantly crowded around us as we tried—and if one sport demands time, it's baseball, with all its subtle nuances. Even without subtle nuance, though, we need more good old-fashioned baseball experiences like those of *Greatest Nine* (known as *WSB* over here) on the Saturn and this appears to be our best chance at getting that kind of experience again. Sega of Japan developed *WSB 2K1,* and Visual Concepts is localizing it. The game has the pedigree of a champion, and earns a spot in the Top Ten of the Show just for its potential to be the next *Greatest Nine. Besides, how can we not love with Pedro Martinez as its poster boy? He will be taking the Red Sox to the World Series this year. The Curse of the Bambino will be broken!!!*





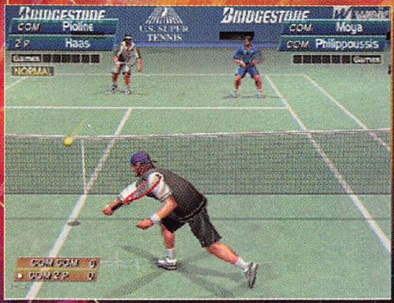


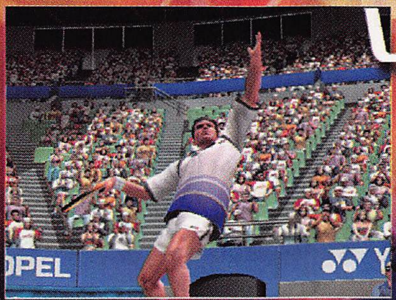


World Series Baseball 2K1

Honorable Mention

Virtua Tennis

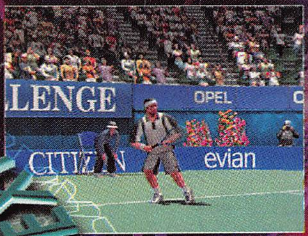


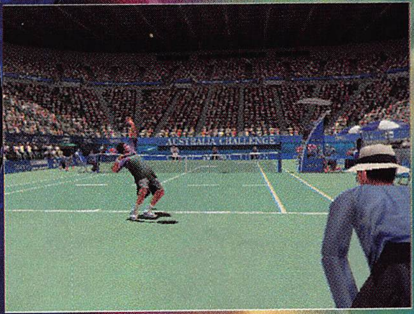


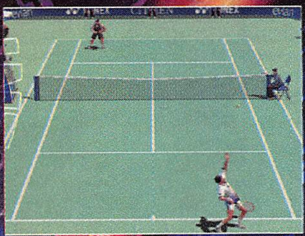
Tennis video games themselves are few and far between. Good tennis games are nearly non-existent. The last good one I can recall is *V-Tennis* on the PlayStation, which was almost as good as the best home console tennis game to date: *Super Tennis* on the SNES. Yes, you've got to go that far back in time to find a tennis game worth playing. Surprising, when you consider *Pong* started the whole damn video game thing, eh?

So you can imagine our surprise to find TWO amazing tennis titles at this year's E3. *Mario Tennis*, and *Virtua Tennis* for the Dreamcast, which just barely missed making our Top Ten of the show. A few GF staffers thought it should've been high on the list, and Reubus even said he'd've ranked it second only to *Quake III*.

In *Virtua Tennis*, you get to select from real players, something which has never been available in a decent tennis video game. Everything from the strokes and ball action to the courtside details and sound effects have received the proper attention. As real as *Mario Tennis* is cartoony, *VT* is definitely a must-buy for tennis fanatics, and almost so for the rest of you.







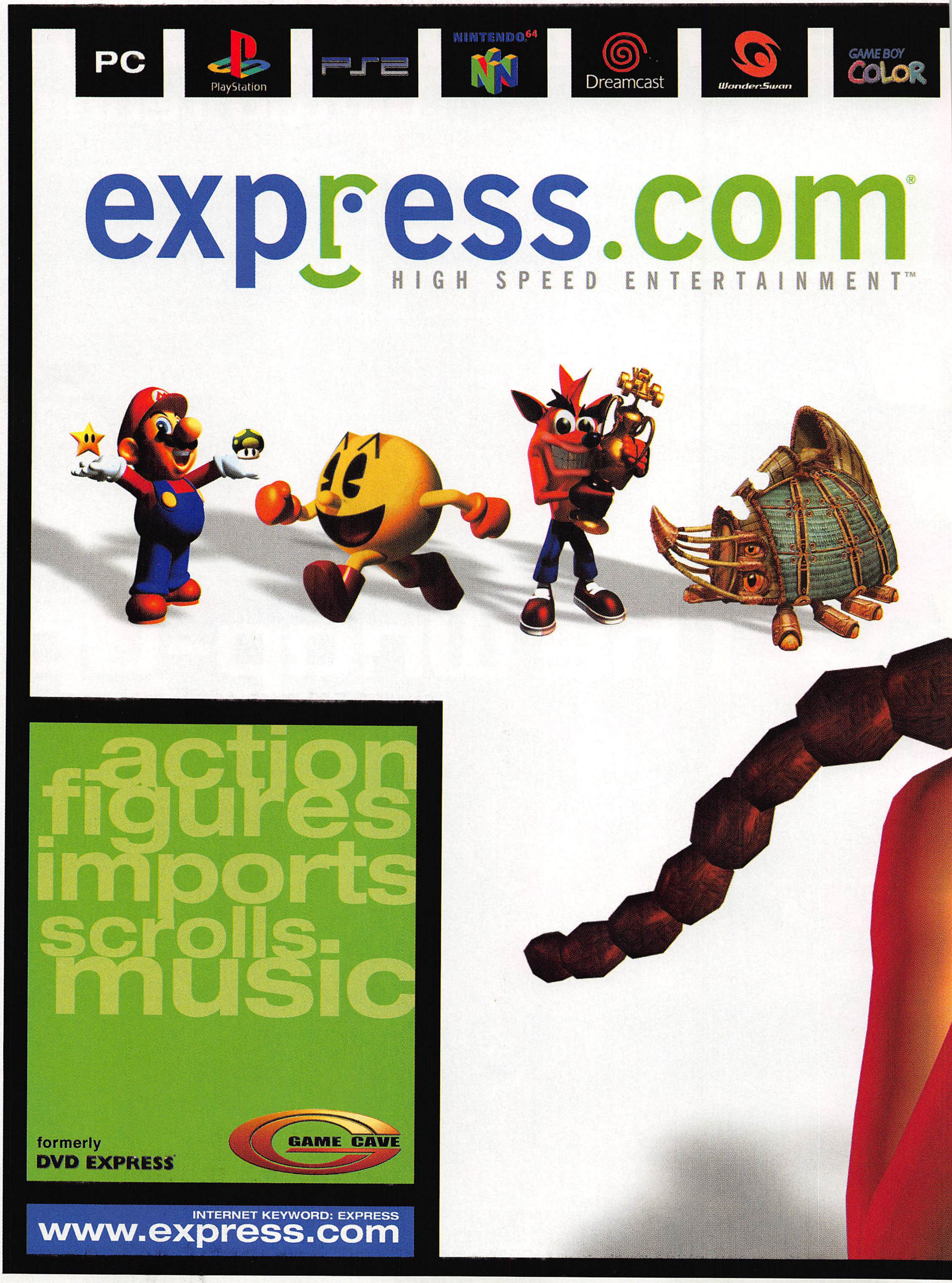


The Wrap-Up



Well, folks, there you have it—sixty straight pages of editorial content covering nearly every aspect of the Electronic Entertainment Expo 2000 (minus the one ad page... grrr...). The only thing we left out were pictures of the parties, because when you get that many people together and throw in free alcohol... the pictures make for better blackmail material than print (sorry!). We've gone through a great deal of suffering to bring you this record-breaking E3 section (none more than Tao, the lonely layout guy), and we hope you appreciate our hard work, blood, sweat and tears... We've never allocated this many pages to the show before, but we have a feeling this is what you want. Please let us know if you don't want the most elaborate, in-depth, comprehensive coverage of the biggest event in video gaming? Hope you enjoyed it ('cuz if you didn't, we're gonna kill ourselves)...

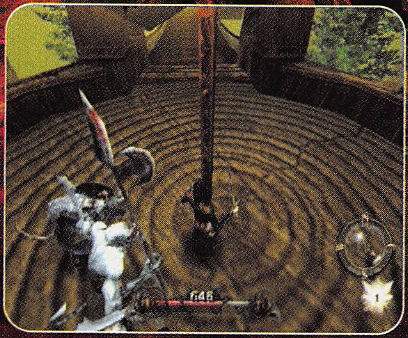
— Team GameFan


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Dreamcast
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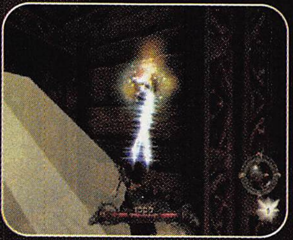


Draconus: Cult of the Wyrm









Much to the chagrin of most everyone in my life, I have a thing for fantasy games. I mean, I'm not about to raise my status to "Super Sausage" and throw down five grand for a replica of Conan the Barbarian's sword, but I'll forgo sleep to spend many a night running through the hills of Norrath and hunting Iksar footpads in *EverQuest*. Unfortunately, not everyone has a PC at home, but a console game with great visuals, solid RPG elements and quality gameplay could go a long way toward that 'RPG fix' (and might actually let me go home once in a while)... Unfortunately, the Treyarch-developed and Crave-published Dreamcast game *Draconus: Cult of the Wyrm* isn't the game to do it.

Story is a big part of any fantasy game, and *DCOTW* is no different than most others: A vanquished dragon lord returns to his former realm, and it's up to two main characters to save it. Players choose between a male warrior and a female sorceress (each with different special abilities), and then, the game progresses through several levels with specific tasks to accomplish.

Unfortunately, nothing is ever as easy as it seems... Need to go into the tower and kill Alana to get the Eternal Flame? O.K., but first you must get the Secret Gate Key to get the Fire Key to get the... and so on. Defeat a level boss, and you must trek halfway across the map just to get an object and move on to the next stage. It's an ambitious game, but it rapidly begins to feel like a series of random events that were strung together simply to showcase the large size of the environments.









The control scheme adds to the frustration, requiring rapid switches between digital pad (for movement) and analog stick (to initiate different attacks) to perform combination attacks. Connecting the combos, or even distinguishing between them, is no easy task. Add to that, the glaring omission of an enemy lock-on ability, which is only compounded by a movement system that doesn't allow for rapid 180-degree turns, and you'll begin to understand my pain. So, let me get this straight... I can do jumping forward flips in a full suit of armor, but I can't turn around to smite the 3 gnolls that are attacking me? Okay...









The game's one saving grace is its environments, which are fairly large and look quite good (as multiple shades of grass, dirt and tree surfaces will attest to). Each one sparkles and, despite a few collision detection problems, looks just as good as many PC games—at least until you start moving. For it's at that magical time that the solid visuals are off-set by the inconsistent frame-rate, which often drops into the mid-teens (and chugs like Tao on the weekends) and meanders along for the duration of the game.

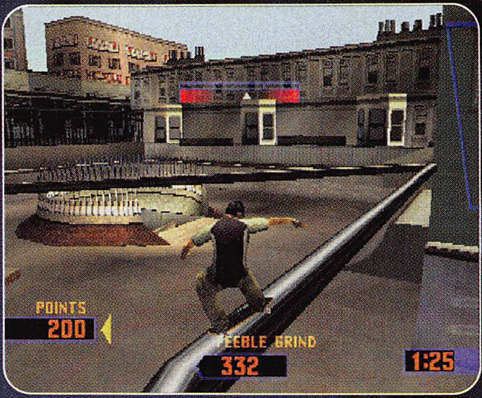
DCOTW held a lot of promise, but in the end, it's just another average title, and isn't likely to distinguish itself from anything else already on the market. I'd say it's a toss-up between this and *Sword of the Berserk: Gut's Rage* on the Dreamcast. You might want to wait a little longer for some quality fantasy action on the DC.

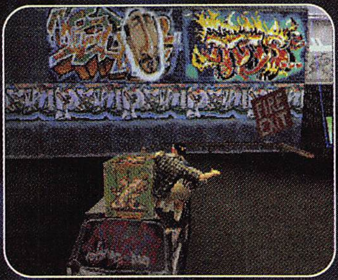
Kodomo wanted to join a cult, but couldn't handle all the required viewings of "Battlefield Earth."

Viewpoint Score: 71	Developer - Treyarch	1 Player	Kodomo: Fantastic
	Publisher - Crave	Available Now	action, or just fantasy?

Review

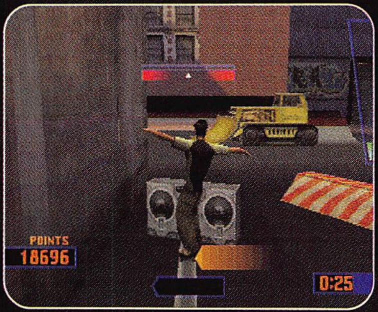
Dreamcast





When I was fourteen, skateboarding was almost a religion to me—at least until a year later, when I found karate (sorry, Dirk, ka-ra-te). Then, my days on the four-wheel death-trap came to an end. In that all-too-short time, though, I successfully managed to screw up my lower back (those clicking sounds can't be good) and establish a painful wardrobe comprised mainly of shredded Powell and Peralta T-shirts... Sure, with martial arts, I might have found a new hobby of the minute, but I'd never forget those late after-school grind sessions.

Now, memories are one thing, but stepping aboard a deck after a nine-year hiatus just isn't very realistic (like riding a bike, eh, you just go on convincing yourself of that). So as a service to broken skating vets like myself and to entertain a new legion of skaters (and, yes, to prevent ECM from buying an ancient *720°* cabinet), Neversoft's crafted the ultimate arcade/sim-style skating title on the planet. Good thing Shaba Games is here to copy it!

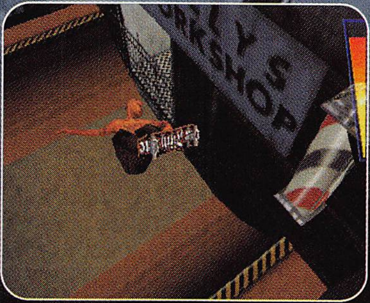


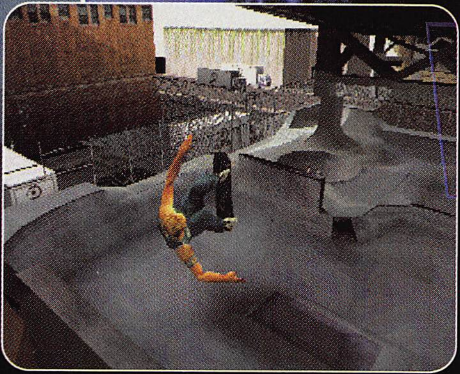
Shaba Games, which is comprised of ex-Crystal Dynamic staffers and a member of the famed *Wipeout* team, originally had a PlayStation game by the name of *Slipgroove (Road Rash* meets "Back to the Future 2") in the works... Its whereabouts (like Super Teeter and The Video Cowboy) are still a mystery, though, and after playing Shaba's newest attempt, *Grind Session*, it's truly unfortunate that *Slipgroove* never surfaced.

Over the past year (and particularly in the last few months), I've spent a lot of time with *Tony Hawk Pro Skater* on the PS, N64 and Dreamcast—and after a brief run-in with *THPS2,* I've basically been exhausted by the genre's recent influx (thanks, Activision). At least when *Tony* hit, it was original (to say the least), and finding anything even remotely unique in this industry is RARE. Of course, I can easily appreciate why Shaba's unleashing a *Tony* clone (you, too, can be a millionaire... here are the few easy steps), but the fact is that, if you already own *TH,* this article might seem a bit redundant.

grind Session



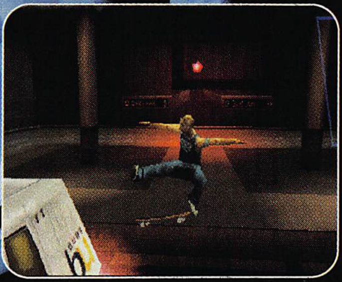




Don't get me wrong, *Grind Session*'s a decent game, and deserves a good second place—but the likelihood that I might choose *Grind Session* over *THPS* is about as slim as Eggo getting a date with someone over the age of sixteen. There's nothing really wrong with *Grind Session*, but between *THPS* (in all its wondrous forms) and its upcoming sequel, I just have no time or patience to learn an all-new skatefest. O.K., scratch that "all-new" part, *GS* plays just like *TH*. Shaba's worked in a few unique, interesting perks like a grind meter to help you maintain balance, a 'psycho gauge' which, when filled, beefs up a player's overall abilities, and a much-needed training mode (O.K., maybe that one applies a little more to me). To help players identify certain key skating lines, the developer also added a feature called the "Skater's Eye," which helps players pinpoint the exact locations of possible combo areas. Now, these are nice features, and all—but in truth, what we have here is the poor man's *THPS*.

Tony... are you out there, buddy? Another advantage *THPS* certainly has over *GS* is its notable cast of pro skaters, which includes the likes of Chad Muska (R.I.P.), Bob Burnquist and, of course, Mr. 900 himself; all ring familiar from both my old skating days and more recent viewings of ESPN's X-Games. Perhaps if I was fourteen again, and were hijacking my neighbor's plywood for a vert ramp, I'd recognize names like Pigpen and Willy Santos...





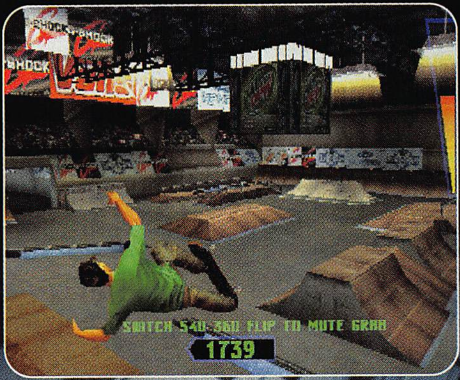


GS's engine isn't quite as refined as the Apocalypse power plant used in *THPS*, but it does feature pretty slick graphics for a PS game. A bit of polygon breakup might rear its ugly head now and again, but overall, the graphics impress. Its levels appear a tad tamer than the madness of *Hawk* (particularly its Roswell and Minneapolis stages), but do offer something different called breakaway areas. Hit a trick just right, in the right spot, and voila—you have a brand-new area in which to shred the day away.



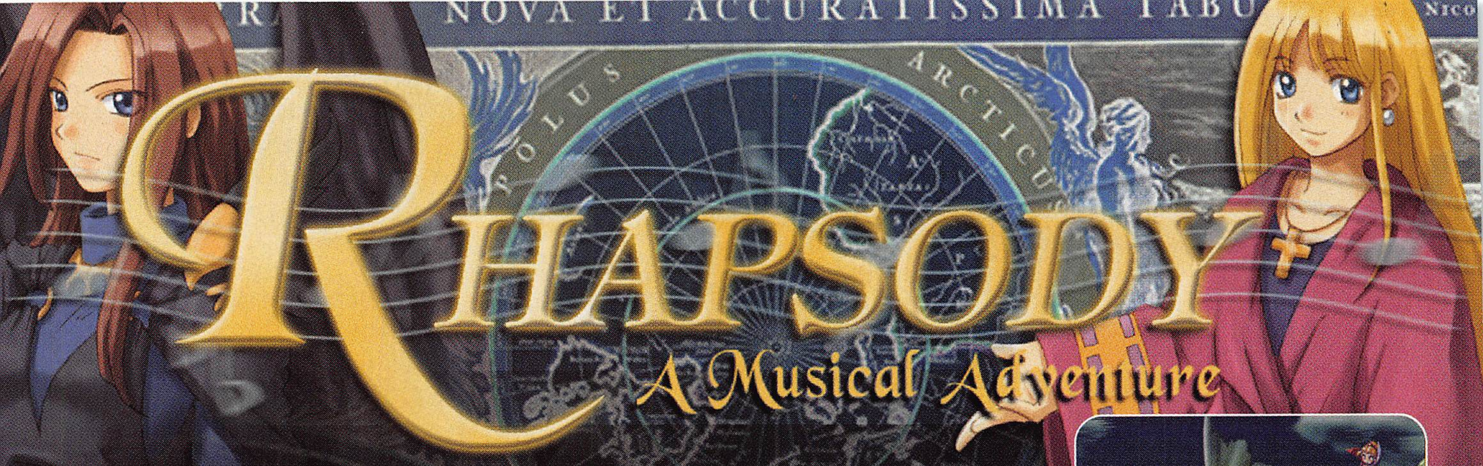
At the end of the day, what we're looking at in *Grind Session* is a fine tide-me-over game till *THPS2* hits shelves later this year. It's definitely a far cry from the travesty that was Rockstar's *Thrasher*, but will surely owe any success it receives to the talented, groundbreaking crew at Neversoft. Now, if I can just find my Caballero 1 deck I lost way back in my folks' garage, I'm in business... or, should I say, my chiropractor's in business...

Fury once got the courage to skate a pool... too bad he forgot to drain it first.





Viewpoint Score **83**	Developer - Shaba	1-2 Players	Fury: What, no Natas Kaupas?	R Review
	Publisher - SCEA	Available Now		



Rhapsody

A Musical Adventure



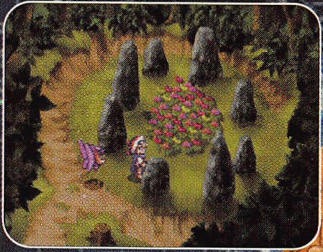
Fruity game warning! Players with jaded pasts, surly demeanors or "I'm too cool for this!" attitudes should not proceed. O.K., Shidoshi, now that it's just you and me, I'll explain what Atlus is trying to do here... The company that brought us alternative role-playing titles such as *Thousand Arms*, *Brigandine* and *Ogre Battle* once again offers gamers something different: a strategy-RPG told from a heroine's perspective with Disney-like musical numbers. Obviously, this sort of game isn't for everybody... so, to prevent you readers from buying a game that you hate, I suggest you spend a few quick minutes to complete the following *Rhapsody* compatibility test. Just answer the questions to find out if this game's for you:

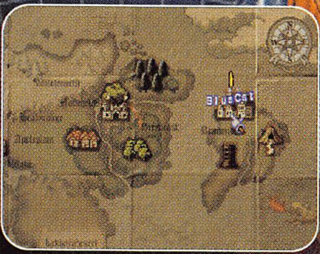


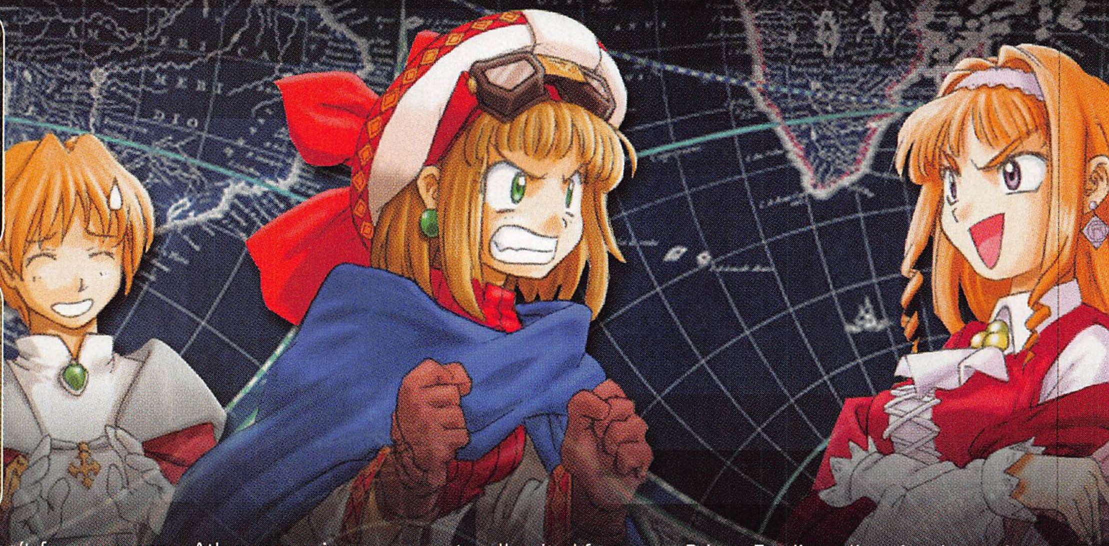
1) Have you ever bought a soundtrack from a Disney movie (and no, that copy of "Beauty and the Beast" your well-intentioned aunt bought you for Christmas doesn't count)?
2) Does your face light up when an exclamation point appears above a super-deformed character sprite?
3) Does your anime library contain *Tenchi Muyo*, *Urusei Yatsura* or *Kimagure Orange Road* (if you answered "yes" to all three, stop reading and pre-order *Rhapsody* now)?
4) Do you want to try something different from the standard, everyday strategy RPG?
5) Do you paint your fingernails?

Now, for every question to which you answered "yes," give yourself a point. Tally your final score, and compare it to this scale:

5 points: You're a girl gamer (or Shidoshi), and *Rhapsody* is perfect for you.
4 points: This game will interest you.
3 points: Give it a rental first.
2 points: Think about it if you're bored.
1 point: You're better off renting *Tenchi Muyo*.
0 points: You're either a stingy guy or a hard-core fan who reads *GameFan* from cover to cover. Thanks for the support, but this game isn't for you.







So, once again, this game isn't for everyone. Atlus recognizes this, though, and to boost sales of the game, is offering a lot of bonuses with purchase. For starters, *Rhapsody* comes packaged with its soundtrack CD (at last, game soundtracks are becoming acceptable, and aren't just back-room import-store purchases). The disc contains both BGM and English vocal tracks, and features translated lyrics and American voice-acting talent (which, coincidentally, are just like those of Disney's classic, animated films like "Sleeping Beauty" and "Cinderella"). Now, I'm a former anime geek, so I'm very harsh on dubs (though I did like many of the voices in *Thousand Arms*), and the voices in *Rhapsody*, while perfectly fine for standard speaking lines, are not well-suited for song. Prince Ferdinand's voice, in particular, sent me scrambling for the mute button on my remote... Thankfully, Atlus has been smart once again, and includes an option to listen to the songs in either Japanese or English—awesome! The final verdict? *Rhapsody* is a great RPG that offers something completely different from what we're used to. The graphics are gorgeous, the tone's extremely light-hearted and the game's incredibly novel. If you pass the test like I did, then, show Atlus some support for trying something new... again.

Eggo is upset that he'll never see a sequel to Thousand Arms *or* Final Fantasy Tactics.

R REVIEW	Eggo: Cinderella on Broadway...	Developer - Nippon Ichi Publisher - Atlus	1 Player Available Now	Viewpoint Score: 86

"Wake up, sleepyhead. You've got a long day ahead of you..." Argh! How many times have you heard that clichéd introduction to an RPG? Think you can come up with something better? Well, now you can, because *RPG Maker* gives gamers the tools to make a role-playing game that's just as good as any of the 16-bit classics (no CG or speech available here, sorry).





RPG School (as it's known in Japan) is already up to its fourth installment, and Japanese gamers have even more incentive to play—namely, a cool contest in which the person that creates the best RPG using *Maker*'s tools will have his/her game published! Now, I doubt that Agetec will offer the same competition here, but either way, *RPG Maker* offers a mind-numbing amount of 'play' time and is worth a look from any hard-core RPG fan.

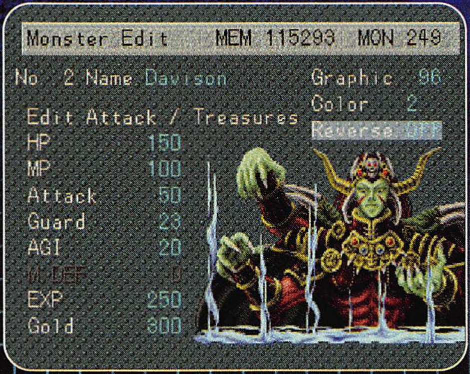
RPG Maker lets gamers control every aspect of designing a role-playing game, from animation to backgrounds, script, sound effects and stats... everything but deciding who gets the coffee in the morning. Draw every sprite, animate every frame, painstakingly create every background, labor over every word in the script, decide what happens in every scenario, hand-pick the stats for everything from the Weapon of Justice down to the very first slime—it's up to you. Or do none of that. If matters of more importance (i.e., a job, a spouse, running from the authorities) take up a large part of your time, you can choose from previously made sprites, backgrounds and sound effects. If you have the time and patience to do it all, though, it'll only take three lifetimes and fifty memory cards to make and store the RPG of your dreams! *RPG Maker* lets gamers customize everything down to the tiniest details, including personal stats like agility, defense and offense, experience and gold levels rewarded when enemies die and the size and movement of magic effects.





The graphics are as good as any 16-bit RPG, and if you're hurting for ideas, *RPG Maker* even comes with a pre-made game that's pretty amusing (though chances are you won't play it for long). The construction kit music is well composed and catchy, as well. You'll be listening to it for well over 100 hours, so its quality is of the utmost importance. The combat is... well, it's similar to *Phantasy Star*, and consists of turn-based action from a head-on perspective.

So does this fancy project warrant a purchase? If you have the passion and time to invest, it most definitely does. Sadly, I don't have hundreds of hours to dedicate right now (I would've loved this game five years ago at the beginning of summer). Ultimately, it's one of those "If you only buy one game a year, make it this one" games, because it really gives players the most bang for their buck.





Eggo hopes to publish his own RPG one day... but sadly, that's little more than a final fantasy.

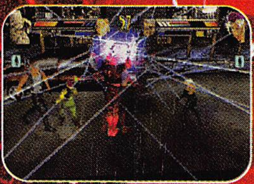
RPG MAKER

Viewpoint Score: 88	Developer - Success	1 Player	Eggo: There's a
	Publisher - Agetec	Available July '00	"Guch" in all of us...

REVIEW

PlayStation



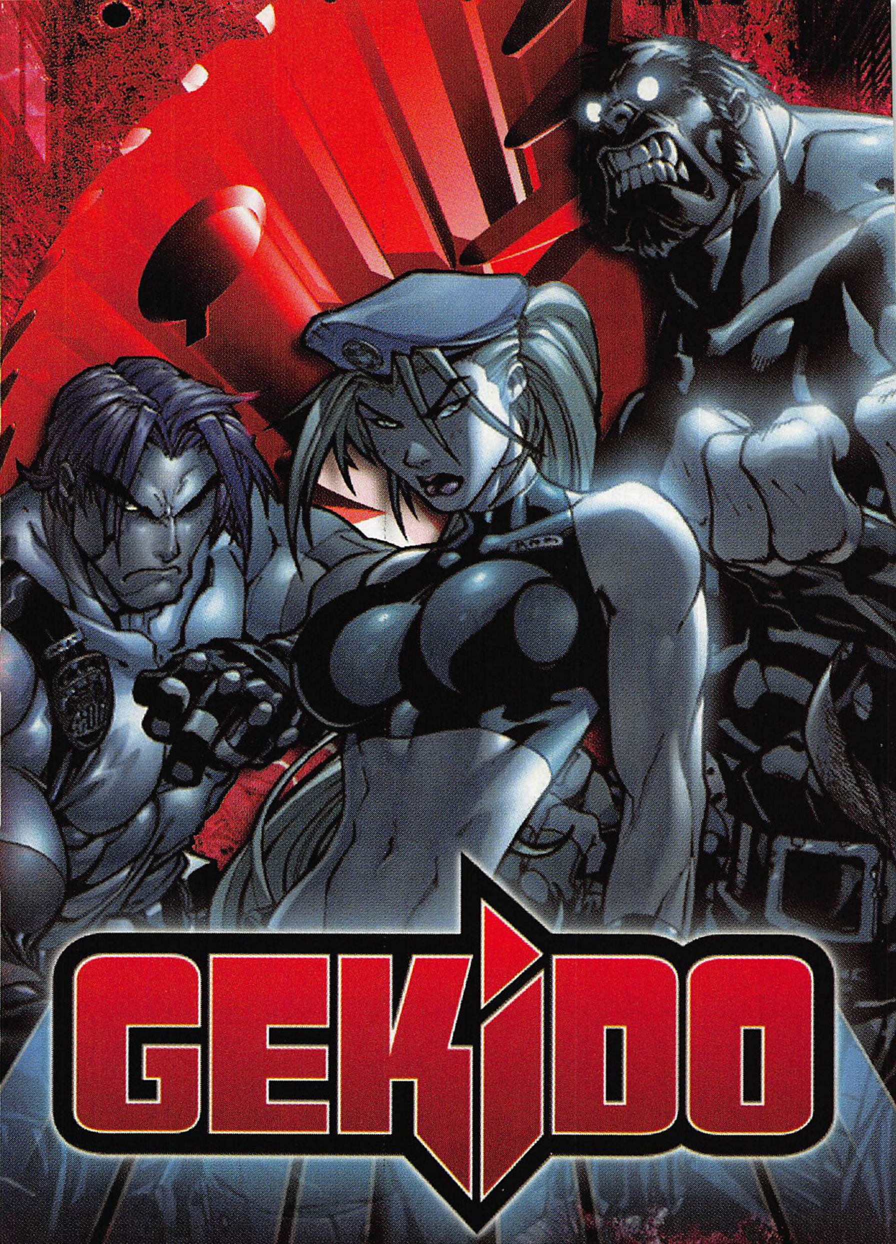












GEKIDO

Ah, the beat-'em-up—one of gaming's most original and greatest genres. *Final Fight*, *Streets of Rage* and the *AD&D* dynamos, *Tower of Doom* and *Shadow Over Mystara*... those were serious games. And how about *Double Dragon?* I remember pumping countless quarters into the machine at the pizza place next to my boarding school... Hey, it's still the only game in which you can dole out a good drubbing to a street wench with an aluminum bat, and that's gotta count for something.

If you hadn't already guessed, I love this genre, and have seen it take an unfortunate plunge over the last few years. Anyone that actually played through *Fighting Force 64* knows what I'm talking about...when you're logging hours on that atrocity, you know you're fiending. Apparently, though, there were many in need of a beat-'em-up fix, because somehow, the game sold well.

Then *Zombie's Revenge* came along, and did a great job of restoring some of the genre's luster. Sadly, *Gekido* does it no favors. The game's a competent foray into the art of street pummeling, but it's flawed enough for me to wave a cautionary finger at anyone thinking of picking it up.

What holds the game together is its combination of good sound, a solid engine and respectable graphics. That may sound somewhat bland, or even sugar-coated—but trust me, I'm not trying to hide any disdain for the game. It's just plain average.

Like most titles, players begin with the bare bones of options: there are but four initial playable characters and two modes of play. As you progress, however, five other fighters (some of which are pretty cool, like Akujin and Kintaro) and four more modes of play (Shadow Fighter, Survival, Team Battle and Street Gangs Battle) can be unlocked. These modes really offer nothing innovative, but the multi-player Street Gangs Battle is pretty fun...

The story mode, too, is fairly enjoyable, but ultimately wanes into a no-skill frenzy. This is what weakens the title: the spam. After playing it for a while, I realized that survival in it is not truly based on skill. There's no noticeable learning curve. No matter how well or how badly any of us played, no matter how hairy the situation, we could always clear out the baddies by furiously mashing the buttons. The game is far too indiscriminate that way.

Gekido will undoubtedly entertain idle gamers and those that are drunk. The multi-player mode is strong, and the single-player game offers a great deal of excitement for undiscerning newbies. Those looking for a game with a legitimate learning curve and hard-core gameplay, though, will become frustrated much too quickly. *Gekido*'s better suited for rental on those nights when you have a couple of friends over and are looking for some mindless butt-kicking.

The Judge enjoys throwing the lifeless bodies of those he has smitten into mingling groups of street toughs.

REVIEW	JUDGE: *DOUBLE DRAGON* THIS AIN'T.	DEVELOPER - N.A.P.S. PUBLISHER - INTERPLAY	1-4 PLAYERS AVAILABLE NOW	VIEWPOINT SCORE :81

Licensed video games are always a dicey prospect... More times than I care to remember, a shoddy game has sold well based solely on recognition of its license (such as *Superman 64* and *Toy Story 2*). Other times (too rarely, actually), a game has not only complemented a movie, but actually proved to be a good thing in and of itself, such as *Aladdin* on the Genesis and SNES's *Alien 3*. Well, Sand Box Studios, in collaboration with Ubi Soft, is hard at work on a PlayStation game based on the upcoming Disney movie "Dinosaur," and is looking to add one more notch to the list of latter titles while avoiding the former altogether.





By the time you read this, multitudes of kids all over the U.S. will already have seen the movie (many, more than once), and unless you've been living under a rock for the past few months, you know what the hype's all about. "Dinosaur" boasts an innovative mixture of live action and computer-generated animation, and focuses on dinosaurs as they battle each other and the harsh environment (remember what allegedly killed them off?) for survival. Of course, there'll be more to the story than that... there always is.

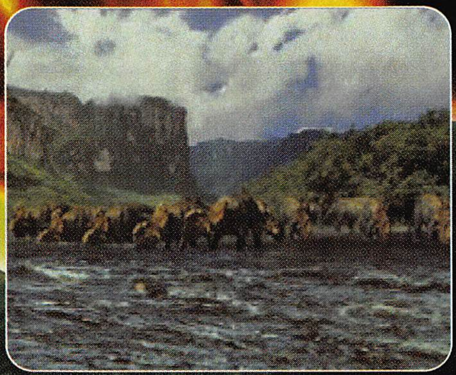
Now, in the game, three of the movie's main characters will be playable. Yes, that's where Aladar, Zini and Fila literally come into play... Players will control all three at the same time (from a top-down perspective) and guide them through eleven action-based levels, which feature some very nice FMV scenes from the movie. Each character is of a different species: iguanodon, lemur and pteranodon (in layman's terms, that's a brontosaurus, monkey and pterodactyl, respectively), and each has different abilities. Aladar and Zini walk around the 3D rendered landscape, while Fila takes to the skies. The game will also feature a point system, so the characters can enhance their attributes and skills to become more proficient as they progress.

Right now, the game is only in the alpha stage—so the basic gameplay and visual models are in place, but things such as final textures, voices (done by the actors from the movie) and gameplay tweaking have yet to be completed. The game world exists, but it's still just 'a work in progress,' and has a way to go before reaching the reviewable stage. It's definitely headed in the right direction, though, and, given the collective pedigrees of Disney and Ubi Soft, should be a solid PlayStation game come July. K











DINOSAUR

Developer - Sandbox	1 Player	KODOMO: The best French/Disney
Publisher - Ubi Soft	Available July '00	collaboration since Euro Disneyland!

This month, due to the feet-killing event known as E3 and my severe case of jet lag, we have a much slimmer Europa. Rest assured, though, that next month, Europa will be in full swing and will give you the low-down on those closed-door games at the show... and the worry over the lack of upcoming European Dreamcast games. What comes after *Black and White*? That's a good question...

Wip3out Special Edition

Completely out of the blue, SCEE and Psygnosis have put together a stunning compilation called *Wip3out Special Edition,* which I got my hands on days before E3. This spectacular package features all the tracks from *Wip3out,* but also contains many tracks from *Wipeout* and *Wipeout 2,* which have been upgraded to run on the *Wip3out* (hi-res!) engine (which, as we know, is smokin'). The textures have also been re-done to take advantage of the power of the latest 3D engine from Psygnosis' Leeds Studios. Finally, the weapons have been balanced, the AI has been toughened up considerably, and the link-up mode that was hidden in *Wip3out* is now available in the main menu, too.

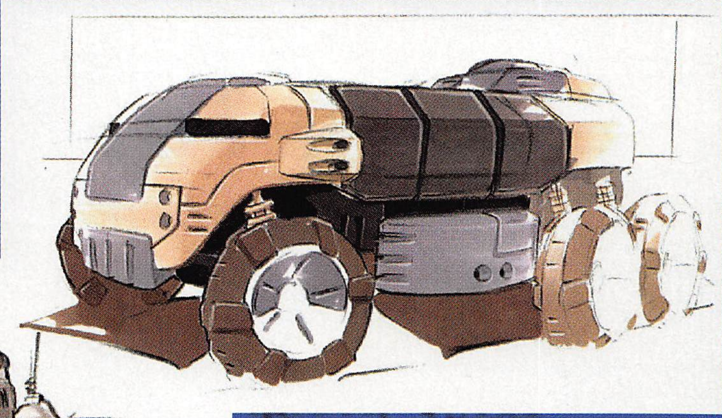
So, in effect, racing on the old tracks is much more like it was in *Wip3out.* All the vehicles are from the latest game in the series, and the collision system is the same, so speeding around the original tracks isn't quite as frustrating as it used to be. Scraping the walls doesn't result in immediate *Ridge Racer*-like slow-down.

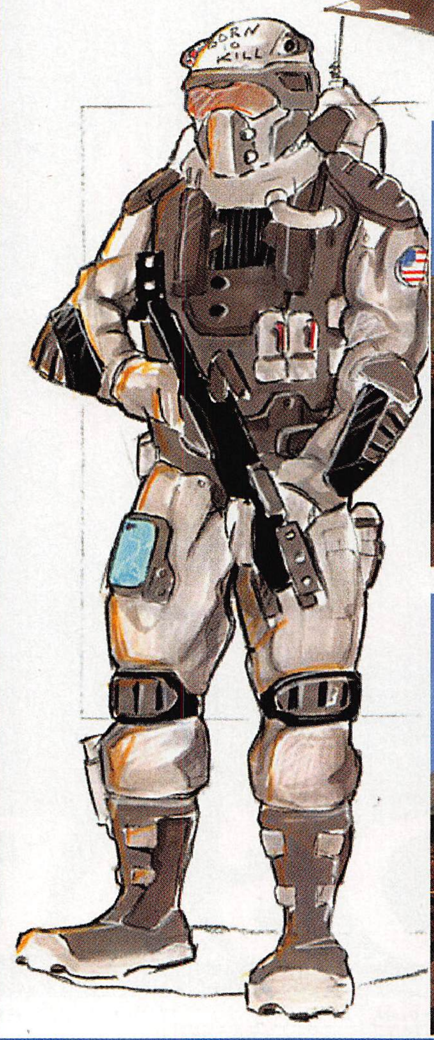
The Japanese release of *Wip3out* contained two extra oval tracks, which appear in the compilation along with the rest of the prototype tracks. In all, there are five tracks from *Wipeout XL* and three tracks from the original *Wipeout,* and each one is accessible from the start. The original tracks include Talon's Reach, Altima VII, Sagarmatha, Phenetia Park, Terramax, Gare D'Europa, Odessa Keys and Arridos.

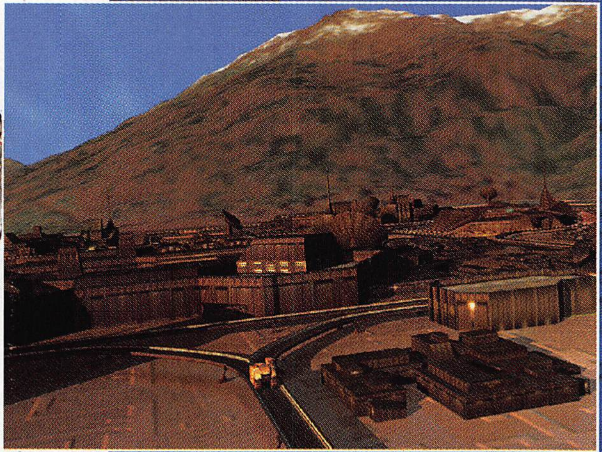
A compilation like this sounds like it could only appear in Japan, but Psygnosis (which has pioneered many things, like... uh, 'graphics first, gameplay second') wants to make an ultimate *Wipeout* package for its fans—and, of course, to make more profits, since *Wip3out* didn't exactly set the charts on fire.

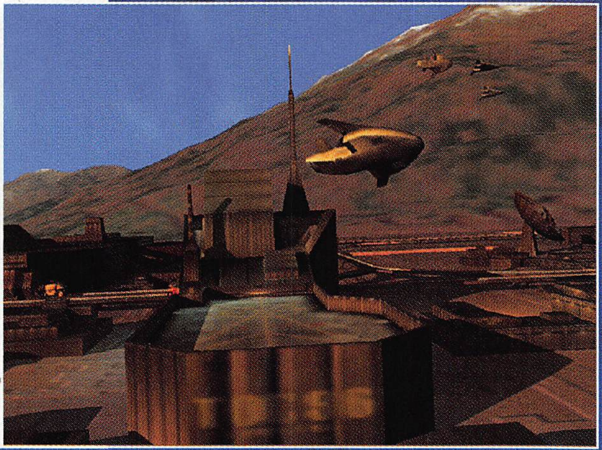
Dropship

SCEE has presented to us a few new shots of its PlayStation RTS title *Dropship*, which, like almost all of the SCEE games previewed last month, is coming out sometime in the middle of 2001.







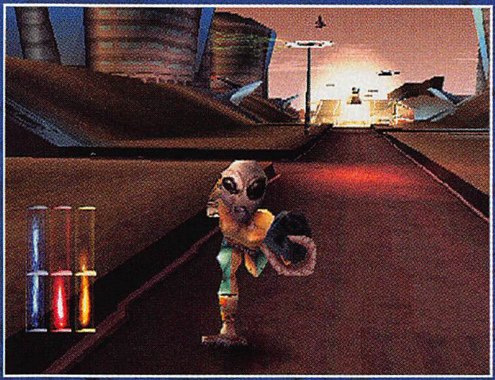






TERRACON

Picture House Software, which is comprised of many ex-Probe employees that worked on both *Die Hard* and the *Alien* trilogy (mostly those who didn't join Fergus McGovern's new outfit, HotGen), is now working closely with SCEE on *Terracon,* which, as you'd expect, is something of a technological marvel on the PlayStation. The game features an alien named Zed who roams about huge, undulating landscapes solving puzzles. Zed also must learn to use the Terraforming Energy, which is a bit like the Force, and is found in all objects and life forms around the world. As Zed dispatches enemies, he gains Terraforming Energy, which can be used either as a weapon or to rebuild buildings.

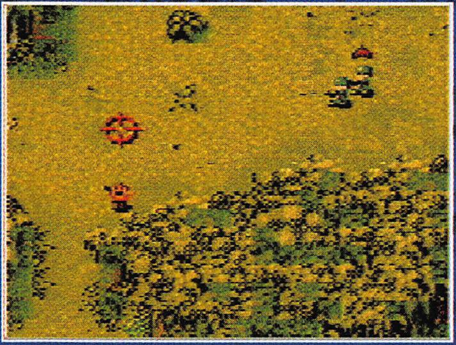
The game runs in high resolution at 30 fps with a staggering draw distance for a PlayStation game—but that's what one should expect from ex-Probe guys. ECM has all too often pointed out the deadly Euro-syndrome of all flash and no gameplay, and I was worried that, at first, *Terracon* would suffer the same fate. Judging by an early preview, though, it's clear that there's some pretty cool action happening here. Blasting everything is not the main priority, but exploring the landscapes and collecting power is, and the fact that the levels look rather nice does help. At the moment, the controls still need some work, as positioning Zed to shoot at things is unnecessarily difficult. There's no word yet on a U.S. release, but we'll keep you posted.

Sensible Software is back... sort of

I mentioned this briefly in my E3 editorial, but there's a new *Cannon Fodder* game coming out soon for the Game Boy Color. Many of the old Euro games are admittedly overrated, mind you, but *Cannon Fodder* on the Amiga, with its excellent pick-up-and-kill play, ranks right up there with the best the Bitmap Bros. had to offer. The game is simplistic, and really gets down to the essence of gameplay.

Codemasters has signed Jon Hare, the founder of Sensible Software and creator of *Cannon Fodder,* to direct the GBC version, which is being programmed by Julian Jameson, another Sensible Software veteran. Codemasters promises a massive seventy-two levels, so this could match *Donkey Kong* GB in terms of sheer replay value. Due to some rather nifty compression technologies, the programmers have been able to put in some FMV, as well.

The version presented at E3 played as well as expected... The original was controlled completely by mouse, so it hasn't been very difficult to bring the gameplay mechanics onto the GBC. The game features a pointer on-screen, which functions as your targeting device: Simply scroll it over hapless enemies or buildings and let it rip. Codemasters hopes to have the game out in stores this fall.



And Finally...

As revealed last month, Australian code shop Ratbag is working on *Sprint Car Racing* for the PlayStation 2, but no new information has surfaced concerning the developer's second PS2 game currently in production. We do already know that it's an action/adventure title—which, to me (worryingly, I might add) sounds like a *Tomb Raider* clone. Considering Ratbag's past track record, though, I'm sure we can expect a quality title.

Japan Now!

GameFan Interviews Shigeru Miyamoto, creator of Mario, Zelda, F-Zero, and many other instant classics!

During the tumult that was E3—amid a mass of flashing lights, scantily-clad booth babes and skull-numbing music—we found the time to sit down with Nintendo's legendary Shigeru Miyamoto, creator of nearly everything Nintendo (*Mario, Zelda, Donkey Kong, F-Zero, Yoshi, Pilotwings,* etc.). We asked him about a whole range of topics, ranging from where gaming is going today to competing consoles to playing guitar in games. Here's what he said...

GameFan: With the instant success of Kirby 64 *in Japan, which had very 2D-like gameplay, do you think it's still possible for developers to make a successful 2D game?*

SM: Well, it depends what people are interested in. The question isn't "Is it good for me to make 2D games, or it is good for me to make 3D games?" It just depends on the game plan...what you really want to make. Before, yes, the technology allowed us to only make 2D games, but we now have the option to make 3D games, as well. It's not about a transition, but rather the expansion of the alternatives we now have. As a matter of fact, I don't think the possibility of 2D has died down at all. It will just keep on going.

GF: Good, good... Well, classically, Nintendo has had the image of a kid's system that adults could play if they wanted. How do you feel about a game like Conker's Bad Fur Day, *in which Nintendo almost sheds this image entirely?*

SM: I think it's the marketing idea versus the creative idea. When I created *Donkey Kong,* it was said that this was an adult game that could be played by children as well. But now, somehow, we have the impression that Nintendo is a system for children that adults can play. I just don't like that kind of stereotype toward Nintendo products right now. So in order to broaden our horizons, I can appreciate a game like *Conker's Bad Fur Day,* if we can put the proper marketing spin on it. Having said that, however, I don't intend to let Mario appear in that type of game. Also on the subject of Mario, I'm somewhat concerned that he has become too childish nowadays, and actually, I've been telling this to our team members—so hopefully, we can make Mario more adult-like.

GF: How long do you think Pokémon *will be popular? Do you think it'll be a dynasty franchise like* Mario *or* Zelda, *spanning multiple consoles?*

SM: We are trying to enforce the *Pokémon* franchise as well, so that it has sustained longevity. The reason *Pokémon* became the sudden surprise hit it was is because we developed the TV series and movie so quickly. These are not the tactics adapted by *Mario* or *Zelda.* Because of that, we are kind of worried what repercussions, if any, there could be... In order to sustain the popularity of *Pokémon,* we are making constant efforts all the time. But one thing I can tell you is that the reason *Mario* and *Zelda* have appealed to audiences for a very long time is because they're characters in games we are making. And they make constant appearances in our games. As for the games themselves, we are making efforts so that they appeal to as many audiences as possible. That kind of thing is very unique to *Mario, Zelda*...or even *Pokémon.* So it's not the merchandising products we have or the marketing, but basically, we have the strong asset of making games like *Mario, Zelda,* and *Pokémon,* and *Pokémon* is going to survive.

GF: How do you feel about the 64DD, and is there a chance you'll develop a game for it?

SM: Actually, I'm one of the main persons behind the 64DD. I've been strongly pushing forward the idea of 64DD, and unfortunately, we are not able to provide the product to the mass market yet. However, it has been realizing a very unique gaming environment in the area of interactive communications, and we are hopeful that we may even make some new formats of entertainment by allowing different users to exchange information together. That's the sort of thing we're thinking about. And now we have *Mario Artist, Sim City,* and such and such... We are happy to hear many people say that if it were on cartridge, they would buy it. But we are very sorry to say that, because of the system, we are now providing it only for the DD. If you were living in Japan, I think it would be a good buy...

GF: We do have a DD, actually...

SM: At your office? What do you mean?

GF: Yes, we have one.

SM: But of course, you cannot communicate with the Japan host CPU...?

GF: Well, it is difficult, yes...

SM: Together with the hardware console and software, it will cost you 30,000¥ per year, so if you can enjoy that with the family, and if you're living in Japan, it's not so expensive. Unfortunately, in the United States at this point in time, you cannot subscribe to [it]... Well, now that you say you have the 64DD system, we are going to introduce new software called *Polygon Studio,* which is going to include data exchange disks. Now you will be able to exchange what you have made with *Mario Artist* and *Talent Artist*... With this system, you can upload data and download between the host CPU and you. Thus, you and other persons [can interact] through the host CPU... And for this *Mario Artist* series, I myself am involved in the development.

GF: Do you think that single-player games like Mario *or* Donkey Kong *can still be successful when everyone is talking about multi-player and Internet networking capabilities?*

SM: Yes, I think it's going to keep on going. I don't know if it's going to be *Mario* or *Donkey Kong* exactly, but there are times when you can play alone. Of course, for this type of circumstance, we the creators have to try to make new ideas.

GF: It's been said that you contributed to the design of the Dolphin controller. Can you tell us of any improvements you've made (e.g., will it be better for fighting games)?

SM: Well, I'm not specifically taking into consideration any specific genre like fighting games. I am making the design so that it can be used for a variety of different methods. But unfortunately, until the August event, I am unable to say anything about the system, so I'm sorry.

GF: Ahh, I understand. So are you at all inspired to create a voice-recognition game like Seaman?

SM: Believe it or not, I've been personally involved with the development of *Seaman* from the very beginning, together with the creator, Mr. Saito. And I've also been involved with the development of *Hey You, Pikachu*... so yes, I have been interested in that kind of system... although it's Sega's game...

GF: <laughs> So it's O.K. that I print this, right?

SM: Yes, as a matter of fact, I am the first person to whom Mr. Saito showed the idea of *Seaman.*

GF: I've heard that one of your hobbies is playing guitar. I also read that you played guitar on the end track of Super Mario World. *Is this true?*

SM: No, no, no... I think you're referring to the opening theme of *Mother* (*Earthbound* in the U.S.). But it was just the initial music... Of course, afterward, it was modified... and improved... and processed...

GF: (Nintendo of America president) Mr. Arakawa was quoted as saying, "Microsoft doesn't know how to make games." Are you at all worried about Microsoft's entry into the console market?

SM: Well, Microsoft is a company with very strong physical strength, but I don't think that we should be too concerned about this. If you ask me, "Are you scared of it?" I just don't know. I'm not worried about Microsoft the company so much—because, after all, it's the individual creator who's going to make the good games. So in that sense, yes, I may have to worry about Microsoft if it offers big money to every creator to work for it... That could be a problem, but I'm not worried about it much. What I am concerned with is that Nintendo continues to make something new, regardless of what the others might try... But we don't like to have that kind of comparison between other companies in the same battlefield.

GF: Is there any chance that we'll see a brand-new game from you other than another Mario, Zelda *or* F-Zero?

SM: Yes, I believe we have to. When it comes to *Talent Studio* and other 64DD titles, they are actually quite a new challenge for us.

GF: Is there any chance we'll see a new Pilotwings *game?*

SM: Well, if we can make it on Dolphin, I think it's going to be great, because the Dolphin has such enormous power. But as I said, we really want to make something new, not of the so-called sequel or traditional series—and to tell you the truth, I'm having my hands full with many projects at this point in time.

GF: Thank you for taking the time for this interview.

SM: Thank you. I look forward to seeing you at Spaceworld in August.

GameFan Interviews Seaman Creator Yoot Saito!

GameFan: What is your official title and role in the creation of Seaman?
Yoot Saito: Lead designer, creator of *Seaman* and president of Vivarium.

GF: Where did the concept originally come from?
YS: The original concept was that, if the pet you had in your house could talk, it wouldn't be all cute and friendly. So, if you've got fish in your fish tank, they'd want to say (if they could talk), "You brought your boyfriend in here last night, what do you think you were doing?"

GF: How long was it in development?
YS: They (I) made the first prototype on the Mac, and that was four and a half years ago... But on the Mac, they (I) had hit the limit of the 3D stuff it could do; that was maybe, like, three years ago or so. Then, right around that time, Irimaji-San, the president of SOJ, visited him in Berkeley and said, "Do you want to try to do this on Dreamcast?"

GF: O.K., when you play Seaman*, how many different kinds of animals are there?*
YS: It's a continuous evolution. It's not like there are set stages, or anything—he's constantly changing, so it's kind of hard to answer. By solving a puzzle, you create land and... have you played through the Japanese version?

GF: I got... well, my Seaman grew legs and he got to land, then he died; he went belly-up.
YS: <Laughs> So you create land within the tank, and then they lay eggs and it changes into another type of life form.

GF: How hard was it to get the voice recognition system working? Was that the hardest part of developing the game?
YS: We didn't make the voice recognition engine, we licensed an existing one.

GF: Oh, really? O.K., what about vocabulary? How many words can the Seaman understand?
YS: That's kind of hard to answer. There are just too many; we haven't counted yet.

GF: The last time I checked, Seaman *was outselling* Shenmue*. Does that surprise you? That it continues to sell almost a year after its release?*
YS: My background is making PC and Mac games, and the sales of most console games in Japan jump during the first week, and then drop off afterward. The model I'm used to, and the model that I had to convince the sales and distribution guys about, was not like that, but more of just a steady growth. Last week, we hit the half-million mark in sell-through.

GF: Are you working on a sequel?
YS: Yes.

GF: Will there be any different features you'll incorporate in the sequel that you didn't have a chance to incorporate in the first?
YS: Right now, I'm still in the concept stage; I'm talking with members of the team and running through ideas in my head. One thing I do know at this point is that it will be online.

GF: Oh, really? Can you explain a little bit more about that? What do you plan for online play?
YS: Well, it's like salmon. As they grow, they go out into the sea (which in this case, is the Internet) and do their thing. When they're ready to lay eggs, they do it and then come back.

GF: Do you have any involvement with the American translation of the game?
YS: *Seaman*'s words are really slang in Japanese, and I don't read or write, so while I could do it personally, for the nuances that *Seaman* should have, it will be done by someone else. Everybody thinks that *Seaman*'s words are really rude...

GF: Like "unko?"
YS: Oh, you mean "crap"? Yeah, but "unko" is like "pee-pee" is to kids. It's not dirty.

GF: That's why the Seamen say it when they're small?
YS: Right, but Seaman does not harm anybody, any individual or any particular organization. He criticizes the government or a very big thing, like human beings themselves—but he doesn't criticize anything. This title is very likely to be misunderstood, in the way that Seaman's so dirty, aggressive, arrogant and speaks dirty words, but that's not true. I never mentioned that in Japan, because I'm the creator, I didn't want to... We didn't promote it as if it really exists, so I never said anything about that kind of thing in the media. But to the people who are translating it, I forward some directions and tapes and things. Actually, I couldn't check the script itself; background is totally different, and it's translated off the Japanese version. The new ones, I can't check English, so I was always asking Sammo, who is bilingual, to check things and telling him that 'this should be this' or 'that should be that.'

GF: So it's just slightly toned down, but still the same game as the Japanese version, gameplay-wise?
YS: I don't think that it's toned down at all; it's about the same level as the Japanese version. I've given it to a lot of my friends, some here in the States, and by watching their reactions, I'm pretty sure it's the same as the Japanese.

GF: Do you think that it'll be misunderstood over here?
YS: Very much so. I think, in the way that, in Japanese, we have a word "bakageemu" (stupid game), so in Japan, we didn't release any screen shots—otherwise, the press and the public would take it to be a stupid game that makes fun of users. Actually, that's true in another way, though; Seaman mentions a lot of things about you (the user) and goes into deeper conversations as time progresses.

GF: Like asking about your wife; things like that?
YS: Yes, after seeing your playing logs and learning that you are married, he asks you, "Are you cheating on your wife?" It sees a lot of logs and it analyzes you. In the Japanese version, we could see what type of game you played based on the Dreamcast logs, which isn't available here due to privacy issues. Suddenly, Seaman would start saying, "Hey, Matt, you didn't take care of me last night, instead of that you were playing *Virtua Fighter*"—something like that, or, "You like *Sonic* so much, you like kiddy games." So he takes all the information that you give to the Dreamcast, and it's something like *Mind Mirror*, a software program that surveys your mind. It was developed by a psychologist, and it reflects your mind, nothing else. It's a magic trick, as if the program knows you a lot. It's like a fortuneteller.

GF: Will Seaman initiate conversations based on what time you play?
YS: Yes.

GF: Do you still play Seaman*, or have one running?*
YS: Not too much. Every time I create a game, when it's released, it's done. I got enough with the debugging, the tuning, you know, and...

GF: Once it's done, you just move on.
YS: Yeah. That's really bad, I know, but... I'm a human being <laughs>. In the last three months, all the team members have been forced to play the game three or 4,000 times; they're gonna have nightmares. So, I like it, but I don't like it, you know? Obviously, nobody's indifferent.

Actually, as a game designer, I challenged three things, which were totally opposite to the conventional game designing method. I tried to create a character that was not cute, but looked bizarre and strange. And, in the prototyping phase, no professional guys, no production guys, no distribution guys, no Sega guys—they all hated the character. They didn't like it, because it was not cute. But it stuck in their minds, and they always came back to me asking, "What ever happened with that *Seaman* thing?" So, they disliked *Seaman*, but nobody was indifferent.

I challenged one big thing—no menus, information dialogs or message boxes, that kind of thing, none of that. I wanted to make it very natural, as if it's really there. It's very easy to display how hungry the Seaman is with charts, but that reduces the realism. So, we had to do everything in one layer, without any menu interfaces. With the hand, grab the rock, move something, capture the Seaman and tap, to do everything in one layer—that was the biggest challenge. We could do a great job about that, I think.

The third and final thing we did totally different was... Normally, the Sega game, everybody plays it looking at the TV set. This game, though, is a game to be 'peeked' from within the TV set. It's a game to be played. So, like real pets, you have to live with it, and sometimes he's watching you, both ways. Does that make sense?

GF: Yeah, it's more of an interactive experience than just a game.
YS: Exactly. So, they analyze your tendency to come to the game, or... you know, through the conversations, he knows your blood type, whether or not you're married, if you have a boyfriend or girlfriend or not, what kind of job you have. So, he really thinks, and he tricks you. He'll cheat (lie to) you, as if he knows everything. It's programmed to channel, and give you messages from dead people. But the Seamen are doing tricks, they don't know, and they're not doing these types of things, they are trying to see things through the conversation as if they know everything. "Okay, your father, I'm your father. Oh, hey, Matt, how are you, so you're married..." or something like that. So, through the conversation, that kind of guy starts knowing the environment around you. So, that's what I wanted to do, kind of tricks. Very intelligent tricks, to try to make people panic.

GF: So, when you tell the Seaman something early on, does he remember it? Is it programmed to remember everything?
YS: Yes.

GF: What's the longest that a Seaman's ever lived? Is there a limit? Will they eventually die?
YS: In real time, one generation lives about ten days.

GF: Is there an ultimate goal to the 'game?'
YS: Well, the Japanese version was very difficult, and the U.S. version has been adjusted to make it a little bit easier to finish.

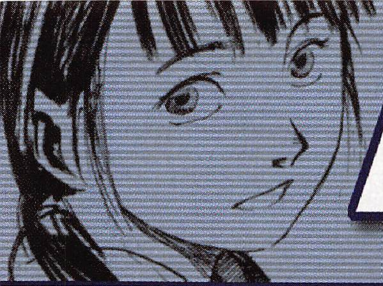
GF: One last thing. What was the Seaman Christmas Disc *that was released in Japan?*
YS: It's a lite disc. It was a very big experiment for us, because it's being implemented for *Seaman 2*.

GF: So, it's simply a way to send messages via network?
YS: Well, it's something like this. If the Seaman comes to you on Christmas night and asks you: "Who do you want to send your message to? Your girlfriend? O.K., so what do you want to tell her?" And you say, "I want to marry her." It says: "O.K. Wait a minute, Matt, you're a married man, so, are you cheating on your wife?" So, he analyzes everything, you know.

"Well, O.K., I'll tell her," he says. "Are you sure she's your girlfriend?" Then, he goes to Lucy. "Hey, Lucy, I have a message from Matt. He's your boyfriend, right?" "No!" she says. "No?" "No, he's my driver." "Oh, really?" he says. "That's weird, because..."

So, he takes a gap between two people, gets an answer and brings it back. It's that kind of thing. He's very intelligent, and it's not like a sort of mail service. If you're not up to asking a question to your boss or your friend, Seaman does it, but he does it in a very direct way, and you might be very worried by what he says. My intention was that you would be calling your boss, or the person you sent a question to, directly; Seaman's something of an agent, in a way.

GF: Great, it sounds very cool. Thanks immensely for your time.
YS: You're welcome.



AnimeFan

Anime, Manga, J-pop, Asian Live Action, Otaku Culture

A Note from Shidoshi...

Well, E3 was certainly an adventure. By now, hopefully you've read the E3 round-up giving my opinions on the show (unless it got cut at the last minute). I've never been happier to be a Dreamcast fan than I was at the show. Anyhow, it's been a bad week for me. First, I run my beloved little Neon into the back of a 2000 Honda Civic, and now I picked up *SFA3* for the DC and my Saturn -> DC controller adapter doesn't work with it! What have I done to deserve this?!? If I can't get my Saturn pads up and running with SFA3, I'll be a VERY upset little boy. Lastly, was it not awesome the way the WWF brought the Undertaker back? I think the whole "Underbiker" schtick worked far better, and hey, the whole intro is just so mark-out city.

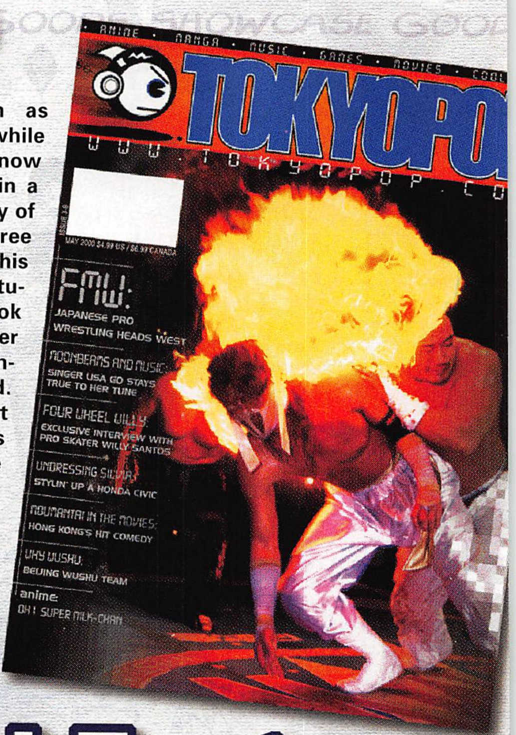
- shidoshi@gamefan.com

Goods Showcase

Tokyopop

$4.99 • Asia Style • Dark Horse • NA 112 pages • US Format • Magazine	B+

Anyone familiar with myself and this section know that I've read Mixx the riot act a number of times. A scant few years ago, we were given a publication called *MixxZine* that was the new manga anthology on the block. Instead of coming from a big-time publisher, *MixxZine* was more of a labor of love. Bring English-speaking fans the chance to read *Salior Moon*, *Magic Knight Rayearth*, *Iceblade*, and *Parasyte*. The publication was interesting, to say the least. The manga titles were printed on different colored paper stocks, much like Japanese manga anthologies, and the stories themselves were littered with questionable choices in fonts and translations that were a bit too "hip." Over time, however, things changed. Manga became less and less of importance, and instead, new "sections" were added that covered things either very poorly or of little relevance to such a publication. Now, years later, hardly any traces of the original publication known as *MixxZine* exist. Retitled *Tokyopop*, while manga still exists inside its pages, it is now nothing more than a bonus included in a magazine which deals with a wide array of Asian-culture topics. While I can't agree with the road that was taken to get to this point, I'd be lying if I said that I didn't actually enjoy *Tokyopop*. We are given a look at various aspects of Japanese (and other Asian cultures) society, many times non-anime or video game related. Sometimes this works, sometime it doesn't, but one thing it usually is, is interesting. Thankfully, most of the "street thug hipness" has been toned down, but it is still there at times, and the magazine continues to suffer from some horrible layout decisions. Still, if you don't expect too much from *Tokyopop*, are looking for more than just "anime culture" things, and take it for what it is, there is indeed some worth buried in its pages. *- shidoshi*

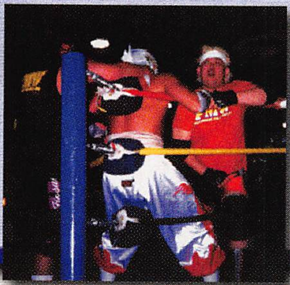


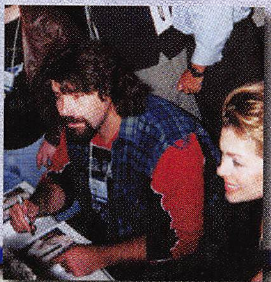
Special Feature



Well, just like last year, there wasn't a whole lot going on at E3 - in fact, there were less anime companies there this year than last. Still, Pioneer, ADV Films, and Bandai showed up to display their wares. Bandai had a nice, and very impressive, booth this year. Anime wasn't the main point, but it was certainly an important point. ADV Films had cool *Bubblegum Crisis 2040* and *SiN* posters, as well as a promo poster for *Rurouni Kenshin* (aka *Samurai X*). Pioneer had some awesome huge promo images from upcoming shows, but I couldn't talk them out of one. Finally, Urban Vision showed up for a few meetings, so I got to meet a few more members of the staff, along with seeing PR goddess Kara again. Beyond that, Mixx had some awesome FMW wrestling at their booth, and I got to meet wrestling legend Mick Foley. *- shidoshi*



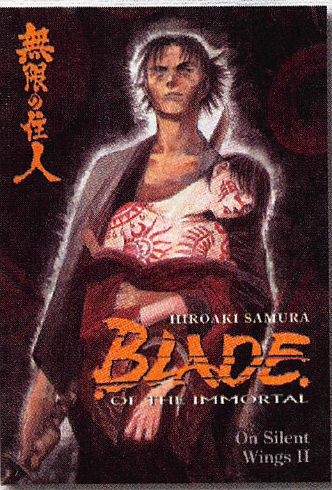




AnimeFan Catch Up Issue 2000

For those fans who have been around for a while, you'll remember last year when I did my "catch up" issue to take a look at the things I hadn't had a chance to talk about before. Well, since it's a slow month around here, I'm going to use the chance to go back and cover some of the recent things that I've missed.

Manga Scene

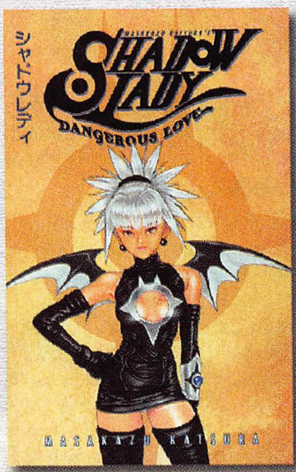


Blade of the Immortal - Vol. 5

$14.95 • Drama • Dark Horse • 13+
164 pages • Special • Novel
A+

See special note on this >> manga in news section

If I might start on a total fandom note, this is a story that is just begging to have an awesome fighting game crafted around it. *Blade of the Immortal*'s characters are all fascinating, due largely in part to Hiroaki Samura's exquisite artistic style. His sketchy art style using thin, dark pen strokes does so much at times with so little, yet also is without equal in detail and beauty at other times of complexity. Equally deep is the story we are presented with. If you love epic tales of more feudal times in Japan, tales of swords and samurai and the soul deep inside both, you'll find bliss in *Blade*. Akira Kurosawa may have been a master of film, but Samura-sama is equally powerful on paper. My only regret is that I have actually read very little of this series - an issue here or there, and that's it. One of these days, I really need to pick up the other graphic novels, because *Blade of the Immortal* is certainly worth it. If you've got a bit of extra money laying around, I recommend you do the same. You'll thank me for it. *- shidoshi*



Aimi Komori may be a sweet, shy girl most of the time, but she's got a secret. When the sun goes down, she becomes Shadow Lady, master thief. No one can stand in her way... that is until she meets a young man named Bright. Aimi falls for Bright, but unfortunately Bright has moved to Gray City for only one reason - to capture Shadow Lady. Fans of *Video Girl Ai*, another of Katsura's works, will notice a similar feel within *Shadow Lady*: outrageous situations, the same sense of humor, yet a tale of romance and humanity lying underneath it all. While not as endearing as *Ai*, and a bit too cheesy at times, *SL* might be for you if you are looking for a faster paced and more lighthearted tale. It made me smile, and I enjoyed reading it, but I wouldn't call myself a fan afterward. *- shidoshi*

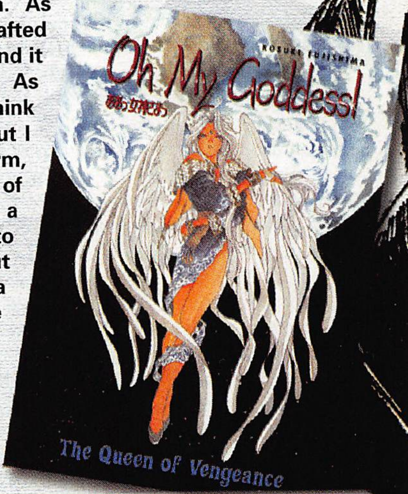
Shadow Lady! - Vol. 1

$17.95 • Comedy • Dark Horse • 13+
200 pages • US Format • Novel
B-

Oh My Goddess! - Vol. 5

$13.95 • Rom. Comedy • Dark Horse • 11+
180 pages • US Format • Novel
B+

In *OMG: The Queen of Vengeance*, a major event has occurred, and now the Yggdrasil system in heaven is on the fritz. Because of this, our three Goddesses are running out of power. As Belldandy falls into a deep sleep, Urd grows younger, and Skuld grows older, it is up to Keiichi to find a way to solve the problem. As usual, *OMG!* is a wonderfully crafted romantic comedy, but some may find it just a bit TOO sweet and innocent. As weird as this may sound, even I think it's a bit too innocent at times. But I guess that that is part of its charm, isn't it? Fujishima is a true king of manga, as not only can he craft a decent story, but he knows how to create characters you can't help but love, and his artwork is always a feast for the eyes (the fashion he comes up with for the manga is reason enough to read). A story that can be read and enjoyed by any age, *Oh My Goddess!* never fails to please. *- shidoshi*



Next Issue

We get back into the flow of things next issue, and I'll take a look at some of Bandai's more recent DVDs - including my thoughts on the home release of *Gundam Wing*. Also, I'll bring you the new unofficial AnimeFan idol, and a review of one of her CDs. Whoops... I gave away a hint about who it is, didn't I? *tee hee* So, I'll see you back here next month, boys and girls.

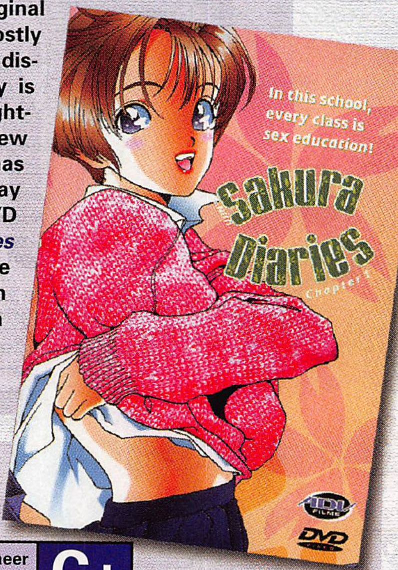
Anime Drive-In

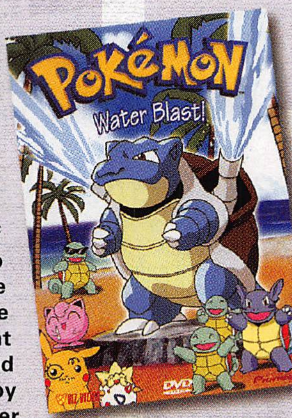


Sakura Diaries - Vol. 1

Romantic Comedy • OAV • ADV Films
17+ • 90 min • Sub | Dub • VHS | DVD
A-

I've known about *Sakura Diaries* (Sakura Tsuushin in Japan) for quite some time, and I was both amazed and overjoyed when I heard that ADV had actually picked it up for US release. I've never been a huge fan of Ujin, but something about *SD* just clicked in exactly the right way. This is thanks mostly no doubt to Urara, the show's lead character who keeps the show going with energy and personality with a touch of naughtiness. I looked forward to *SD* on DVD for two reasons: If I love a title, I NEED it on DVD, and as there was no subtitled VHS release, the DVD was even more attractive. After checking out the DVD, I'm happy to report that while the dub varied from the original script a bit too much for me, things are mostly unchanged for the subtitle script (though a few discrepancies still exist). Sweet. Video quality is mostly good, but the transfer had a bit of a "slightly too compressed" feel to it. I still have a few hesitations concerning the slant that ADV has taken with marketing *SD*, but that can't take away from the absolutely gorgeous packaging this DVD was given. If you passed up on *Sakura Diaries* because there was no dub release, I really urge you to pick it up on DVD. It's an endearing show which has now been given a true chance to shine thanks to the DVD release. *- shidoshi*





If you happen not to remember my opinion of *Perfect Blue*, I've got a simple reminder: I voted it as one of the best four anime titles of 1999. Thus, the idea that you should see *PB* if you haven't yet should go unspoken. Originally planned as a live-action title, *PB* is the tale of young Mima, a J-pop star who decides to try to make more out of her life and career. She comes to find, however, that many out there want the old Mima back. She is haunted by rabid fans, memories of her past, and the demons inside of her who fight between the innocence she was and the fallen star she has become. Manga may not have quantity on their side for DVD releases, but thankfully they have quality. *PB* is done justice on DVD, looking gorgeous, though one really could wish for an anamorphic transfer of such a major title. We've got a Dolby Digital 5.1 track for each language, along with a slew of great extras: interviews with both English and Japanese voice actors, an interview with director Satoshi Kon, a look in the studio at the Japanese recording of the title song, and the full English version of the same song are among the extras on the disc. Probably my most awaited DVD release recently; there's no disappointment here.
- shidoshi

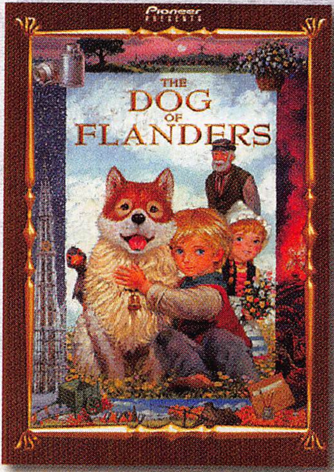
Perfect Blue

Drama / Horror • Movie • Manga
13+ • 60 min • Sub | Dub • VHS | DVD
A+

Pokemon - Water Blast!

Family • TV (3 eps) • Viz / Pioneer
5+ • 60 min • Sub | Dub • VHS | DVD
C+

It has come time for Ash to go for his seventh Pokemon trainer badge. When he finally finds the location of the Volcano gym, however, he realizes that he has more than met his match. With his Pokemon ineffective, and Pikachu outclassed, Ash's only home is Charizard - who shows little interest in listening to the commands of Ash. This is the 18th volume of *Pokemon* released in the US. Now, my problem with that isn't just how many episodes that equates to. No, my question is, so many episodes into *Pokemon*, why is Ash still such a novice? Why is he still calling a Squirtle out to do battle? C'mon, Ash, get with the program. Anyhow, *Pokemon* still continues on, good for those who love the series, bad for those who don't. As per usual, it's a bare bones DVD release, but even from Pioneer that means a decent transfer. If you're going to pay the money to build up a collection of so many volumes, do yourself a favor and get them on DVD. You might as well put so much money into something that is going to last, right? *- shidoshi*



The Dog of Flanders

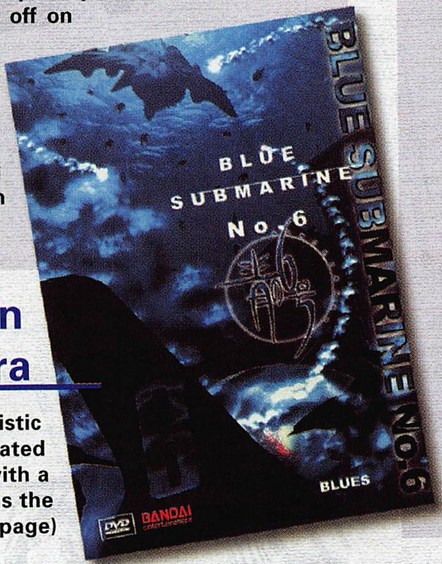
Family • Movie • Pioneer
3+ • 93 min • Sub | Dub • VHS | DVD
C

Few times will I ever recommend the VHS copy of a show over the DVD. *Project A-ko* was the first. The *Dog of Flanders* is the second. This show is beautiful, a wonderful movie to enjoy by yourself or with the entire family. The DVD, however, is not so pretty. NO Japanese track and English subtitles (the dub isn't bad, but come on), and the movie has been edited for no good reason. I cannot tell you how disappointed I am in this release, as I had hoped to have a DVD copy of this phenomenal film to cherish for years to come. *- shidoshi*

Blue Submarine No. 6

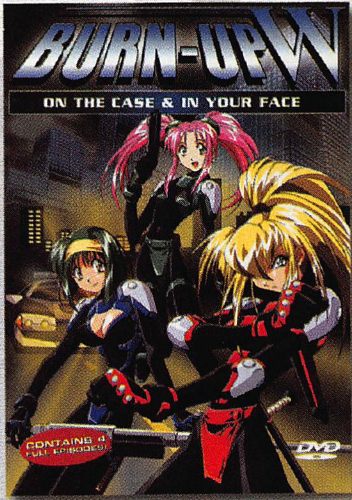
Adventure • OAV • Bandai 13+ • 30 min • <u>Sub</u> I <u>Dub</u> • VHS I <u>DVD</u>	**B**

Blue Submarine No. 6 is a case of a strong love/hate relationship. Almost everything about this show is top notch, from its character designs (thanks to one of my favorite artists, Range Murata), to its pacing and direction, to its gorgeous artwork and animation, to the story itself. So what is there to hate? The fact that this show was created heavily in CG - almost everything beyond the characters themselves were created on computers. Not only do I dislike CG in most of my anime in the first place, but the hand-drawn portion of *BS#6* is SO good that you can just imagine how awesome the show would be if it were all hand drawn. Ah well. The video quality on this disc is stupendus, showing off just how great anime can (and should) look on DVD when done right. The audio portion of the disc is just as good, with a strong Japanese 5.1 audio track, and an English dub that goes down as another example anti-dub fans won't want to mention. Simple, yet elegant menus and a selection of Bandai trailers round out the package. My only complaint is that we only get one episode per DVD release, but thankfully the price reflects that. If you've been holding off on checking out *Blue Submarine No. 6*, or are a big fan of the show, then you might want to consider picking up the DVD release. Try your best to get past the CG element, and give the show an honest chance. *- shidoshi*



Shidoshi's Fun Corner Extra

Range Murata lent his artistic talents to an under-appreciated Saturn 2D fighting game with a unique feature. What was the game? (answer on News page)



I have to admit, I never got much into *Burn-Up W* before I sat down to watch this DVD. What I found was a series heavy on the fanservice, but also heavy on the charm and humor. This is definitely an enjoyable show, and I'm glad that I finally sat down and gave it my full attention. While the show impressed me, I was a bit let down with the video quality on this disc. It's not what I would call bad, but compression artifacts are a bit noticeable here and there, and a number of scenes are abundant with the dreaded "rainbow effect." I'd like to have seen a higher compression quality used, but had that been done, it would have been harder to fit all 120 minutes onto the disc. Better value, or better quality? That's the problem, isn't it? I'm more the "better quality" type, but I know many would disagree with me. Again, er, I should mention that the quality on this disc isn't bad, it's just not stellar. Anyhow, the menus aren't flash, but they're kind of cool. Also, once again ADV tosses on a Spanish audio track, either for the Spanish-speaking anime fans out there or those who just like to see anime in different languages. This disc is a heck of a deal, 120 minutes of anime for the same price that other companies give you less. Not the definitive *Burn-Up W* DVD we could have been given, but it certainly does the job. *- shidoshi*

Burn-Up W

Action • OAV • ADV Films 15+ • 120 min • <u>Sub</u> I <u>Dub</u> • VHS I <u>DVD</u>	**B**

Trigun - Vol. 1

Adventure • OAV • Pioneer 13+ • 100 min • <u>Sub</u> I <u>Dub</u> • VHS I <u>DVD</u>	**B+**

Another in the recent wave of "Cowboy-inspired anime" (I'm not complaining, I like the idea to be honest), *Trigun* is the story of Vash the Stampede, a man with quite the reputation. While most fear him, two young women from an insurance agency, Meryl and Milly, are trying to track him down to help reduce the amount of destruction he causes. When they finally find him, they can't believe that he is indeed the legendary Vash - he ends up seeming more like a bumbling idiot. Yes, Vash makes his way through life in a very Captain Tyler-esque manner, except here you get the feeling that deep inside his dimwit nature may just be a big ruse. *Trigun* is a great series except for one aspect - this is a show about guns, and NO ONE GETS SHOT! Do you remember *Teenage Mutant Ninja Turtles*, specifically the movie, where the turtles with bladed weapons never actually used them? That's the same kind of thing going on here. And, if someone DOES get shot, it's always in the shoulder or other non-fatal area. That major annoyance aside, *Trigun* is certainly a worthwhile show. The visual are a bit on the unimpressive side now and then, but I think this is more the original print than Pioneer's DVD transfer. The menus are stellar, and the packing is SWEET, with the cover image done up in a shiny chrome-like print. *- shidoshi*



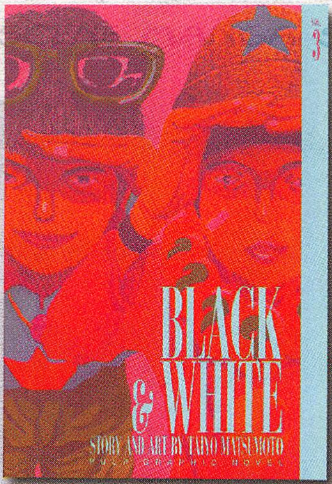
Manga Scene



Aquarium

$2.95 • Shoujo • CPM Manga • 7+
32 pages • US Format • Monthly
B

Naoka's life isn't going exactly how she had hoped it would. Failing to get into the high school she wanted to get into, she is now forced to watch as all her friends, and the boy she likes, attend that very school. The one place she can go to forget her troubles is the local aquarium. One day while there, she meets a boy named Haruki, who seems very interested in Naoka. Naoka, however, doesn't know what to make of his friendly attitude. *Aquarium* is the second title from shoujo artist Tomoko Taniguchi to be released in the US. I enjoyed her first release (*Call Me Princess*), and I see myself enjoying *Aquarium* as well. While some may write off *Aquarium* as being mindless fluff, a story like this is a nice change of pace from the kinds of things we US fans are usually offered. As well, *Aquarium* isn't as much a "happy, cute story" (as Taniguchi puts it) as *CMP* was. It's still a bit early to get a full opinion on how this series will end up turning out, but I expect another enjoyable shoujo title from the talented Taniguchi. The way she crafts her stories, and the personality she puts into her artwork, really makes you feel like she honestly loves the genre and the stories she creates. This translates into her manga, and gives it an extra level of sincerity. *- shidoshi*



The final chapters of the story of Black and White are now upon us. Black and White, usually inseparable, have now been split apart thanks to the police. Without White to keep him grounded, Black is quickly pulled down into the depth of humanity. White, as well, feels the effects of being on his own, as he grows more and more lost in his own world. As the end draws near, what will happen to the two youth, and will they be reunited before it's too late? *Black & White*'s art, just like its story and characters, is dirty, grimy, rough, and crude. And that, of course, is what makes this manga unique. This series is certainly an acquired taste, as most will find this manga far too raw just as they may find *Aquarium* far too sweet. *Black & White* is important, though, because it shows us a different side of manga; it proves that Japan's comic world can be something beyond the cute characters and typical plots and reader friendly environments we are used to. If "different" is what you crave, then you don't get much different than this story. Taiyo Matsumoto has crafted a tale of two young boys that many won't understand, even more probably won't like, but nobody will be able to forget. *- shidoshi*

Black & White - Vol. 3

$15.95 • Dark Humor • Viz • 16+
208 pages • US Format • Novel
B

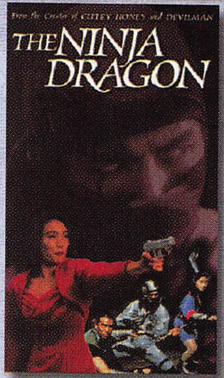
Short Program

$16.95 • Mixed • Viz • 9+
286 pages • US Format • Novel
A-

A while into its life, Animerica Extra saw the inclusion of a new series - *Short Program*. *SP* is the child of Mitsuru Adachi, and is a collection of short stories dealing with a number of different characters and aspects of life. Though each story stands on its own, there is always an underlying sense of looking at a world that seems normal, but where something quite unusual is taking place. I think this is the best aspect of *SP*, as nothing is ever as it seems. I've got to say, while some may disagree, I think *SP* is the best series that has been included in Animerica Extra to this day. All of the stories which make up *SP* are created with a wonderful charm, and Adachi's art style has a sort of "old-school meets new-school" manga look to it. If you missed any of the chapters of *Short Program*, or if you missed out on the series completely the first time, do yourself a favor and pick up this book. I just wish that there was more to this series, and I hope we see more of Adachi's work come to the US in the future. *- shidoshi*



Reel Life



Somebody has decided to wipe out the various clan leaders in Japan. Who would do such a thing, and why? The question becomes even more important when one clan leader is killed, and his daughter kidnapped. Three master ninjas must then rise up against this new threat to stop their evil plans and rescue the captive girl. You've got a girl who goes around in a Japanese school uniform, her ninja protector who looks like he belongs in an '80s glam rock band, a giant man with superhuman strength, and a gang boss who rips the skin off of one poor victim's face. Not only that, we get Japanese wrestling star Cutie Suzuki thrown in for added value. How could you NOT love *The Ninja Dragon*? It's wonderfully funny and entertaining in that *Evil Dead 2* sort of way. There's enough to enjoy so that the movie usually doesn't slow down for very long, so if you love campy Asian action flicks, then I'd recommend giving this one a go. *- shidoshi*

The Ninja Dragon

Action • Movie • Asia Pulp Cinema
15+ • 70 min • Sub | Dub • VHS | DVD
B-

AnimeFan News Service

Princess VHS Info

I've talked and talked about the release of Princess Mononoke on DVD, but for those of you who still don't have a DVD player, good news for you. The VHS version of Miyazaki's acclaimed film will be released on August 8th - for the low, low price of $99.95. Now, of course, this is the "rental version" price. So, around that time, expect Mononoke to show up in final rental stores everywhere. A few months after that, expect to see a sell-through version, with a price that most of us can more afford.

So, while it's going to be a while before the DVD version comes out, it sounds as if the VHS version won't be all that much sooner. As well, no word yet on if the VHS version will be dub only, or if a VHS sub will be release as well. My guess? Expect to see a sub version only on the DVD. That's the way it's going to be for more and more released from now on, like it or not.

More Taniguchi for US

While I'm talking about Tomoko Taniguchi's newest manga title to be released in the US, Aquarium, plans have already been laid to release a THIRD series from her. Entitled Spellbound: The Magic of Love, this new series will come our way thanks to Fanboy Entertainment.

Written and drawn by Japanese shojo superstar Tomoko Taniguchi, Spellbound: The Magic of Love is unique due to the fact that it is all new, original manga series created specifically for publication in the United States. While Tomoko's past series' like Call Me Princess and Aquarium are English reprints of manga she did in Japan in the '80s, SPELLBOUND is a brand new shojo manga series Tomoko is currently illustrating for publication here in English. This is the first black and white manga series, shojo or otherwise, of its kind, written and drawn in Japan by a respected manga artist just for fans outside Japan.

Ami is your typical Japanese teenager; hip, stylish and more into music, fashion and boys than school and her part-time job. She'd rather spend her afternoon skating, jamming and shopping than studying. But unlike most other teens, Ami also has a secret life. She's a practicing witch! Once given a powerful magic book, Ami has secretly been training in the mystic arts of magic. However, her intentions are not always the most noble as at times she likes to test her spells (and sense of humor) on her friends and cause a little mischief at their expense. However, Ami has yet to master the all important spell of love and win the heart of Hiro, her childhood friend and secret object of affection. But unbeknownst to Ami, Hiro has fallen for the charms of Nicole, the beautiful blonde foreigner who has been hanging around their local haunts recently. What is her interest in Hiro and how will all this affect Ami?

Spellbound: The Magic of Love combines elements of the supernatural like Buffy the Vampire Slayer and Charmed with the MTV edge for hip fashion and music, all with an authentic manga feel. Spellbound #1 will ship this August for $2.95.

Blue Sub Attacks TV

The Cartoon Network continues to put smiles on the faces of anime fans everywhere as the announcement of yet another anime title hitting their airwaves comes out. Bandai Entertainment recently let loose the announcement that Blue Submarine No. 6 will be shown on the Cartoon Network at a later date - exact days and times are yet to be announced.

And The Winner Is...

When the World Animation Celebration hits Agoura Hills, CA (the old home of GameFan) from May 30th to June 4th of this year, you will all be proud to know that anime will play an important part. Nominated for the award of "Best Film" from the World Animation Celebration are not one, but THREE different anime movies: Perfect Blue, Pokemon, and Princess Mononoke. These three titles join the likes of Tarzan and Toy Story II, showing that anime is now a powerful force to reckon with in the United States.

Perfect Blue marks Manga's second Japanese animated feature film to compete with animated classics from around the world at the World Animation Celebration. In 1996, Manga Entertainment won two awards for its ground breaking Japanese animated feature Ghost in the Shell - Best Animated Feature Film and Best Director of an Animated Feature Film.

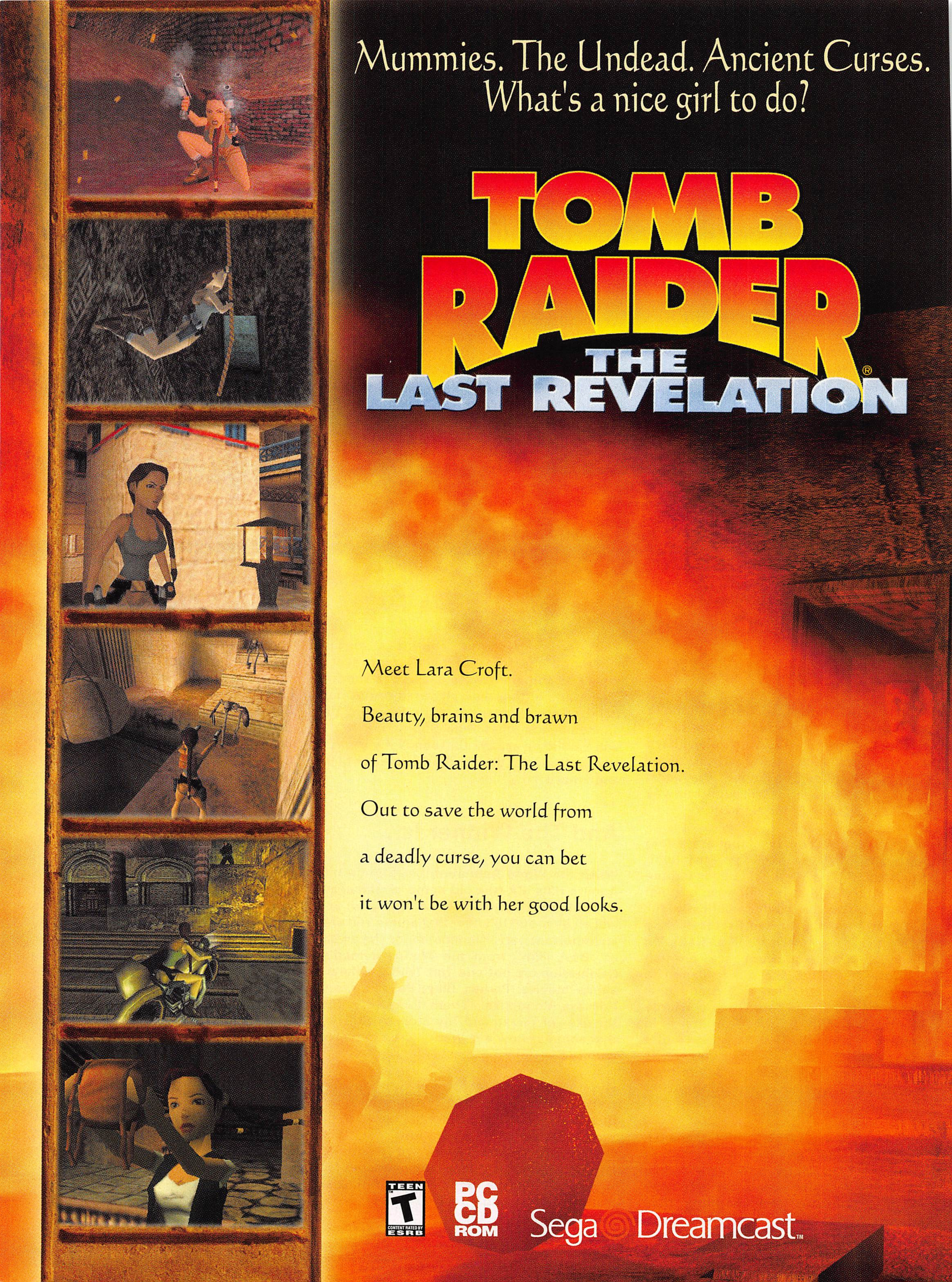
Blade Follow-up

While Blade of the Immortal isn't printed in the "original Japanese format" style that titles like DragonBall Z and Evangelion are, Dark Horse / Studio Proteus (from now on to be known as DH/SP) does do something special with the way it is printed. While the book still reads in the standard US way, most of the panels were cut apart, physically reversed, and then pieced back together. Let me clear it up a bit. With a normal manga, the image is reversed so that instead of reading right to left, it reads left to right. Since the US version is now a mirror image of the Japanese, a character who was right handed in the original Japanese printing will now seem left handed in the US printing. With Blade, however, most of the panels are kept the way they are, but are re-assembled and re-organized on the page so that the flow switches from right to left to left to right. A character who was right handed in the original will still be right handed in the US version. I say most because a few of the panels from time to time simply cannot be done that way due to various reasons, and must be reversed. Why does DH/SP go through all of this trouble? Blade's creator, Hiroaki Samura, wanted to see his work not put through the typical reverse job for its US printing (more and more Japanese manga artists are feeling this way). Blade came out before Viz's printing of DBZ and Eva, titles which proved that manga could be printed in a Japanese-reading format in the US and still be popular. I'm sure that if DH/SP were just handling Blade of the Immortal at this point in time, they would follow the lead of Viz and print it in Japanese format. So, while the US printing does read in typical US style, a lot of credit goes to DH/SP for the hard work they have put into the printing.

Trivia Answer

The answer is, of course, Groove on Fight. An awesome fighting game with great characters and an outrageously fun four-player mode.

- shidoshi


Mummies. The Undead. Ancient Curses.
What's a nice girl to do?
TOMB RAIDER
THE LAST REVELATION
Meet Lara Croft.
Beauty, brains and brawn
of Tomb Raider: The Last Revelation.
Out to save the world from
a deadly curse, you can bet
it won't be with her good looks.
TEEN
T
CONTENT RATED BY ESRB
PC CD ROM
Sega Dreamcast



Available Now
on the
Sega Dreamcast™
CORE
EIDOS
INTERACTIVE
tombraider.com

Hocus Pocus

codes, hints & strategies

Welcome to the pages of cheats, codes, and hints galore!!! Upon these leaves you will find all the assistance you'll need for the hottest games today. Not satisfied? Need help on another game? No problem! If you need codes or hints on any game, mail GameFan, or e-mail hocuspocus@gamefan.com. Now, travel with thy controller in hand, to a place where cheaters prosper...



Code of the Month!

Plasma Sword

Input the following commands at the character selection screen to play as one of these secret characters:

Play as Evil Gamof

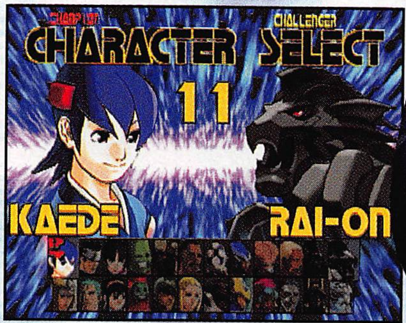
Highlight Gamof, hold Start and press A. If done correctly, Gamof will be a lot darker than usual.

Play as Kaede

Highlight Rain and press Down, Down, Left, Left, Up. An extra spot with Kaede will appear.

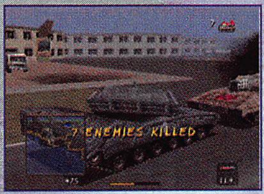
Play as Rai-On

Highlight Byakko and hit Up, Down, Left, Left, Right, Left, Up. An extra spot with Rai-On will appear.





BATTLETANX: GLOBAL ASSAULT



Passcodes
At the password screen, enter the following codes:
BCKDR – Level select
THRTN – All tanks
SRTHMB – All weapons
SMSLGNG – Unlock Brandon Gang
NSTYGRL – Unlock Cassandra Gang

BLOODY ROAR

Extra Options
Extra options in this game open up when you meet the following conditions:
No Gauge Mode
Finish the game with Yugo
Camera Mode
Finish the game with Alice
No Lighting Mode
Finish the game with Long
No Wall Mode
Finish the game with Mitsuko
Vitality Recover
Finish the game with Bakuryu
Wall Display Off
Finish the game with Fox
Small Stage
Beat at least 10 opponents in Survival Mode
Afterimage Mode
Finish game with all characters on Level 4 difficulty

DUNE 2000

Full map



Go to the sidebar and press X when selecting Square, Circle, X, Triangle, Triangle, Square.

ECW: HARDCORE REVOLUTION

Big head mode
Successfully complete tournament mode with Rhino.
Little head mode
Complete tournament mode with Roadkill.
Headless mode
Complete tournament mode with Taz.
Big hands mode
Complete tournament mode with Jason.
Big feet mode
Complete tournament mode with Balls Mahoney.
Fat man mode
Complete tournament mode with Spike Dudley.

Extra Wrestlers
Wrestle as Joey Styles
Win the Acclaim belt in career mode.
Wrestle as Joel Gertner
Win the Acclaim belt in career mode.
Wrestle as Tommy Rich
Win the ECW World TV belt in career mode.
Wrestle as Cyrus The Virus
Win the ECW World TV belt in career mode.
Wrestle as Taz
Win the ECW World Heavyweight belt in career mode.
Wrestle as Louie Spicolli
Win the ECW World Heavyweight belt in career mode.

JACKIE CHAN: STUNTMASTER



Movie theater
To unlock the Jackie Chan Theater, collect 20 gold dragons in the game.

ROAD RASH: JAILBREAK

5-0 Mode
Enter the code: BDK
Cheat Menu
To enter these cheat codes, go to the multiplayer option in the options menu, hold R1+ R2 + L1 + Right and press X.
Four Nitros in Jailbreak Mode
Enter the code: FDMFG
Jailbreak Mode
Enter the code: KLFSDA
Sidecar mode
Enter the code: CMB

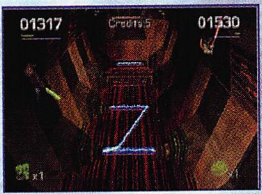
SKULL MONKEYS

Cinema Passwords
To see all the ultra-cool cinemas in the game, go to the password screen and press Start after each code:
1st Cinema – Circle, L1, X, Triangle, Square, X, X, X, L1, R1
2nd Cinema – Circle, R1, Square, Triangle, L1
3rd Cinema – X, R2, Square, X
4th Cinema – Square, R1, Square, X, X, X, Circle, Circle
5th Cinema – X, Triangle, X, X, R1, Square, Circle, X, L1, X

Gameplay codes
During gameplay, pause the game and enter the following:

Shoot head – down, Square, Triangle, down, down, Square, Square, right
Shield – R2, Circle, Circle, down, left, Circle, right, down
Bullets – down, Circle, up, R2, left, Triangle, Select, Select
Curlicue – R1, right, Circle, R2, R2, Square, right, Select
Fart head – R1, left, up, L1, L1, Square, right, Select
Phoenix head – Square, Triangle, R2, left, Select, Circle, Triangle, Select
Universe enema – left, Triangle, right, down, Triangle, Select, Select, Select
Superwille – R1, left, Square, Triangle, L1, Triangle, R2, Select
Pause Klaymen – L2, left, Circle, R2, down, Square, Triangle, down
Color Klaymen – L2, Circle, Circle, left, Select, L2, up, down
Psycho Klaymen – down, right, Triangle, L2, up, left, Triangle, Select
Slow-mo – L1, Triangle, left, down, R2, Circle, R1, down, Circle, R2
Super-Fast Klaymen – left, Square, R2, Circle, R1, down, Circle, R2
Flea Klaymen – R1, left, Square, Triangle, R1, left, Square, Triangle

STAR WARS: EPISODE I JEDI POWER BATTLES



Cheat Menu
At the main menu screen, highlight "New Game" and hold L1. While holding L1, press X, Circle, Triangle, Circle, Circle, X, X, Triangle. You will hear a confirmation sound (Obi Wan will speak) if you input the code correctly. Now, start a new game, select any character, then press and hold L1, L2, R1 and R2. All levels, weapons and invincibility will be unlocked.

T'AI FU

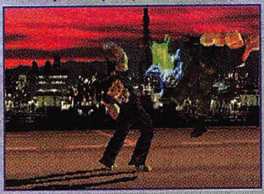
Debug Mode
Start a game and finish any level to access the map screen. While there, press SELECT + L1 + L2 + R1 + R2 to open the Debug mode.



Level Select
Between the levels, during the walking animation, press R1+R2. You should then be able to walk freely. When you reach the level you want, press Square to enter.

TEKKEN 2

Super Juggle Mode
Before the 'Vs.' screen appears, hold SELECT and UP. When the round starts, you should hear an explosion. Now, when you knock your opponent into the air, they'll fly up much higher.



Purple Suited Kazuya
At the Character Select screen, highlight Kazuya and press START to pick his purple suit outfit.

Wire Frame Mode!
To access the wire frame mode, first get all 25 characters. Then, when selecting a character, press and hold L1 & L2 while choosing.

SD Mode!
First, beat the game and get all 25 characters, including Roger/Alex and Devil/Angel. Then, during the character select, hold the SELECT button and choose any character. If you hold SELECT immediately after winning, the character will be twice as big.

TINY TANK



Level Select
At the main menu screen, highlight "New Game." Then, press and hold L1 + L2 + R1 + R2 + Left + Circle + Select.



Cheat Menu
At the main screen, scroll to the Options. Now, hold L1, L2, R1, R2, Circle, Triangle, Square X, and left. You should be at a cheat menu.

WARPATH: JURASSIC PARK



Extra End Movie
Finish the game with all fourteen dinosaurs to see the extra ending FMV.

WWF SMACKDOWN

Pre-season bonuses



Finish the following number of pre-seasons to get the corresponding bonus:
Season 1: Wealth option
Season 2: European title and ability
Season 3: Women's title and ability
Season 4: Tournament and ability
Season 5: Hardcore title and ability
Season 6: IC title and ability
Season 7: Tag title and ability
Season 8: Title match and ability

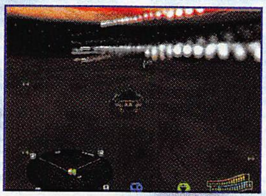
Nintendo 64

ARMORINES: PROJECT SWARM

Level passwords
Level—Password
2—SDLSNP
3—DCDWTP
4—SPLGZW
5—DQRFKW
6—PSQQLW
7—NBGJVX
8—VKPDMX
9—SDKNSX
10—PVBWGJ
11—NWVCHJ

Cheat Codes
Pause the game and select the Cheats option on the menu to enter the following codes:
Cheats – CODES
All cheats – GOLDENPIE
All weapons – LOADED
Egypt Fodder in MP mode – CLAW
Fast running – SONIC
Female Trooper in MP mode – GODDESS
Hive Fodder in MP mode – UGLY
Hive Guard in MP mode – LEGGY
Infinite ammunition – SORTED
Invincibility – GODLY
Level select – SKIPPY
Pen and ink mode – SKETCHY
Volcano Guard in MP mode – RUBBER

BATTLEZONE: RISE OF THE BLACK DOGS



Gameplay Codes
Enter these codes on the Menu while pressing and holding Z:

Unlock All Levels – C-Up, C-Right, C-Down, C-Left, Start
Free Buildings – A Button, B Button, A Button, B Button
Free Satellite – B Button, C-Left, C-Down, A Button
Infinite Ammo – L Button, R Button, L Button, R Button
Infinite Armor – up, right, down, left

BLITZ 2000

Bonus Players
To play with bonus players, enter one or more of the following codes at the Enter Initials screen:

Name	Code
Beth	7761
Billz	0526



Name	Code
Brian	0818
Daniel	0604
Dbn	6969
Ed	3246
Gene	0310
Grinch	2220
Guido	6765
Japple	6660
Jason	3141
Jenifr	3333
Jimk	5651



Name	Code
John	5158
Josh	4288
Julia	1234
Lt	7777
Luis	3333
Marka	1112
Mike	3333
Mitch	4393
Monty	1836
Nico	4440
Paula	0425
Paulo	0517
Raiden	3691
Rog	8148
Root	6000
Ryan	1029
Todd	1122
Turmell	0322
Sal	0201
Shinok	8337
Shun	0530
Van	1234
Zz	1221
Skull	1111
Brain	1111
Kevin	1234
Dino	1111

Invisible play
On the first play, move the control stick (not the D-pad) to the top row, left corner, and hit up two times. The red or blue marker should be invisible. This works on offense or defense.

Versus Screen Codes
So this game ain't crazy enough for you? Well, enter the following codes at the Versus Screen for the following effects. All codes are entered with a three-button combination and a direction on the control stick.

0	**NFL Symbol**
1	**Midway Logo**
2	**Helmut**
3	**10 Yard Sign**
4	**Cheerleader**
5	**NFL Trophy**



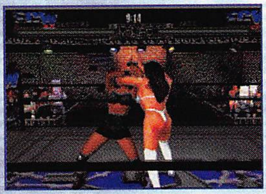
Infinite Turbo . . . . 5 – 1 – 4 – up
Power-up offense . . . . . . 3 – 1 – 2 – up
Power-up defense . . . . . . 4 – 2 – 1 – up
Power-up teammates . . . 2 – 3 – 3 – up
Power-up blockers . . . . . 3 – 1 – 2 – left
Super blitzing . . . . 0 – 4 – 5 – up
Show field goal % . . . 0 – 0 – 1 – down
Big football. . . . . 0 – 5 – 0 – right
Fast passes . . . . 2 – 5 – 0 – left
No interceptions . . . . 3 – 4 – 4 – up
No Heads . . . . 3 – 2 – 1 – left
Big Head. . . . . 2 – 0 – 0 – right
No Interceptions . . . . 3 – 4 – 4 – up
Tournament Mode . . . 1 – 1 – 1 – down
Super Field Goals. . . . . . 1 – 2 – 3 – left
2 Player Hyper Blitz . . . . . 5 – 5 – 5 – up
Weather: clear . . . . 2 – 1 – 1 – left
Weather: snow . . . . . . 5 – 2 – 5 – down
Weather: rain . . . . 5 – 5 – 5 – right
Night game . . . . 0 – 2 – 2 – right

CASTLEVANIA: LEGACY OF DARKNESS

Play as Henry
Finish the game on any difficulty, and save your game after the credits finish. Henry should be playable; his mission is to save 6 children in 7 days.

Play as Reinhardt
To play as Reinhardt, save at least one child in the Henry mini-game.

ECW: HARDCORE REVOLUTION



Gameplay Codes

Big head mode
Successfully complete tournament mode with Rhino.

Little head mode
Complete tournament mode with Roadkill.

Headless mode
Complete tournament mode with Taz.

Big hands mode
Complete tournament mode with Jason.

Big feet mode
Complete tournament mode with Balls Mahoney.

Fat man mode
Complete tournament mode with Spike Dudley.



Extra Wrestlers

Wrestle as Joey Styles
Win the Acclaim belt in career mode.

Wrestle as Joel Gertner
Win the Acclaim belt in career mode.

Wrestle as Tommy Rich
Win the ECW World TV belt in career mode.

Wrestle as Cyrus The Virus
Win the ECW World TV belt in career mode.

Wrestle as Taz
Win the ECW World Heavyweight belt in career mode.

Wrestle as Louie Spicolli
Win the ECW World Heavyweight belt in career mode.

EXCITEBIKE 64



Unlock Hill Climb
To unlock the Hill Climb, finish first in the Gold Round of the Amateur season.



2.5D NES Excitebike
Finish first in the Challenge Round of Pro Season.

Unlock Soccer
Finish first in the Silver Round of the Novice Season.



NES Excitebike
Complete all the lessons in the Tutorial Mode to open up the old-school NES *Excitebike* game (found in Special Tracks).

Cheat Menu
To access the Cheat Menu, go to main menu screen and press and hold the L Shift, C-Right and C-Down, and A. The Cheat Menu should appear, in which you can enter the following codes:
INVISRIDER – Turns all riders invisible, but motorcycles are still seen.
BLAHBLAH – Activates big head mode.
SHOWOFF – Activates the Stunt Bonus that will drop your turbo meter to zero after performing a stunt.

GAUNTLET LEGENDS

Play as a Dragon
To play as a dragon, raise Warrior's level to 10. Then press right, up-C, down-C, Z-trigger, left, left-C, A, Start (a bell confirms correct entry).

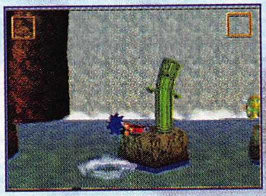
Bonus characters
Raise a character's level to 10. Then, at the selection screen, hold Turbo and choose the same character. Wizard will turn into Jackal, Warrior will turn into Minotaur, Valkyrie will turn into Falconess and Archer will turn into Tigress.

Play as nude Valkyrie
Enter "NUD" as a name and "069" as a password. Then, select the blue Valkyrie for her to be completely nude

Play as Pojo the Chicken
Enter "EGG" as a name and "911" as a password.

GOEMON'S GREAT ADVENTURE

Infinite Lives and Items
To get both infinite lives and items, you have to have enough money to buy sushi at the restaurant and other desired items at the upgrade store. Once you've bought the following, go to the Inn and save your game. Now, reset your game and you'll have all the money you spent plus the items you bought. Repeat to get as many items and lives as you need.



Four-Player Mode
Insert controllers into all four ports and begin a game; collect forty-four hands from various levels. Then, press C-Right and Start on controllers three and four.

GLOVER

Turn Cheats Off
Pause the game and press C-down 8 times.

Powerball
Pause the game and press: C-up, C-down, C-up, C-down, C-up, C-down, C-left, C-up.

Open Portals/Access All Levels
Pause the game and press: C-Up, C-Right, C-Right, C-Down, C-Left, C-Down C-Up, C-Right.

Low Gravity
Pause the game and press: C-Left, C-Left, C-Up, C-Left, C-Right, C-Up, C-Up, C-Up.

Infinite Power
Pause the game and press: C-Right, C-Right, C-Down, C-Right, C-Right, C-Right, C-Up, C-Left.

Infinite Lives
Pause the game and enter the following cheat: C-Up, C-Up, C-Up, C-Up, C-Up, C-Right, C-Down, C-Right.

Fish Eye
While playing press C-Left, C-Right, C-Left, C-Right, C-Left, C-Right, C-Left, C-Right.

Rotate Camera Right
Pause the game and press: C-Left, C-Right, C-Up, C-Up, C-down, C-right, C-Down, C-Right.

Rotate Camera Left
Pause the game and press: C-Right, C-Down, C-Right, C-Down, C-Up, C-Up, C-Right, C-Left.
Call Ball
Pause the game and press: C-Up, C-Left, C-Left, C-Up, C-Right, C-Left, C-Down, C-Up.

HARVEST MOON 64

Treasure Map
If you look in the tree on your farm by pressing the A button, there will be a treasure map inside.

HEXEN

Cheat menu
Pause the game and press C-Up, C-Down, C-Left, C-Right. A cheat option will appear at the bottom of the menu.
Level select
Enter the cheat menu and immediately press C-Left, C-Left, C-Right, C-Right, C-Down, C-Top. If you entered the code correctly, you will hear a confirmation sound.
Invincibility
Enter the cheat menu and immediately press C-Left, C-Right, C-Down. If you entered the code correctly, you will hear a confirmation sound
Full health
Enter the cheat menu and immediately press C-Left, C-Up, C-Down, C-Down. If you entered the code correctly, you will hear a confirmation sound

IGGY'S RECKIN' BALLS

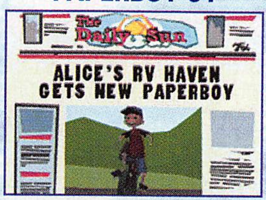
Bonus Character
To access a secret character without winning, press Z, A, L, R on the player selection screen

Cheat Codes
Enter these codes on the password screen. To access the Password screen, press R + Z on the title screen
OHMY – Obnoxious particle FX
TOOMUCHFUN – Puts bouncy physics on your balls
PENCIL – Pencil sketch view
THEUNIVERSE – All Tracks
HAPPYHEADS – All characters except Iggy's girlfriend
ENTAROADUN – Get Iggy's girlfriend and nobody else
2TIMES – Rollerball lasts twice as long as usual
ICEPRINCESS – Ice platforms
GOOEYGOOGOO – Goo platforms
GOOEYICEPRINCESS – Goo and ice platforms
JUMPAROUND – Level select at pause screen
SWOPSHOP – Adds different accessories to your character
GOBABY – Full turbos
TOOMUCHPIE – Fat Reckin' Balls
NONSTOP – Non-stop rollerball
2ROKTOO – Use the *Turok 2* effects engine
ROLFHARRIS – Pen and ink mode
MICROBALLS – Really tiny guys

MISSION: IMPOSSIBLE

Start with Uzi
At the Mission Select screen, press C-Right, C-Left, C-Right, C-Down, and R Shift. You should hear a confirmation tone if you input the code correctly.
Start with Rocket Launcher
At the Mission Select screen, press R Shift, L Shift, C-Left, C-Right, C-Down. You should hear a confirmation tone if you input the code correctly.
Big Foot Mode
At stage selection screen, enter C-Down, R Shift, Z, C-Right, and C-Left.
Big Head Mode
At stage selection screen, enter C-Down, R Shift, C-Up, L, C-Left.
Kid Mode
At stage selection screen, enter C-Down, C-Up, R Shift, L Shift, and Z.
Turbo Mode
At stage selection screen, keep entering C-Up, Z, C-Up, and Z until you hear a confirmation sound.

PAPERBOY 64



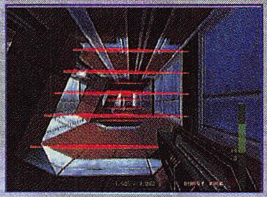
Cheat Codes
Enter at the 'Code' screen:



ALLJUMP – Super Jump Springs
BACKWARD – Throw backward
FRONTS – Throw paper directly in front of you
GOFAST – Rocket Boosters
HEADLINE – See all headlines
INVINC – Invincibility
JUMBLE – Invisible obstacles
LITTLE – Little paperboy
MAGOO – Near-sighted mode
MAXSUBS – Select level
MOON – Super jumps
NOBUNDLE Infinite papers
RANDOM – Random paper tossing
RUSH – Turbo mode
SCREAM – Screaming obstacles
SUNDAY – Big newspapers
THUNK – Cartoon sounds
UNTIMED – Frame-by-frame mode
WAKING – Slow motion

PERFECT DARK

Firing Range Extras
Get all gold stars on the firing range, and you'll unlock all the classic weapons from *GoldenEye*.
Perfect Cheats
The following is the cheats and extra levels you earn while playing the game. You cannot unlock any of the following while you're using a cheat:



Invincible – Complete Area 51 under 3:50
Cloaking Device – Complete G5 Building: Reconnaissance under 1:50
Marquis of Queensbury Rules – Complete DataDyne Central: Defection under 1:30
Jo Shield – Complete Deep Sea: Nullify Threat
Super Shield – Complete Carrington Institute: Defense under 1:45
Enemy Shields – Complete Carrington Institute: Defense
Enemy Rockets – Complete Pelagic II: Exploration
Rocket Launcher – Complete DataDyne Central: Extraction
Sniper Rifle – Complete Carrington Villa: Hostage One
SuperDragon – Complete



Area 51: Escape
Laptop Gun – Complete Air Force One: Anti-Terrorism
Phoenix – Complete Attack Ship: Covert Assault
Psychosis Gun – Complete Chicago: Stealth under 2:00
Trent's Magnum – Complete Crash Site: Confrontation under 2:50
Classic Sight – Complete DataDyne Central: Defection
Unlimited Ammo for Laptop Gun – Complete Air Force One: Anti-Terrorism under 3:55
Hurricane Fists – Complete DataDyne Central: Extraction under 2:00
Unlimited Ammo – Complete Pelagic II: Exploration under 7:05
X-Ray Scanner – Complete Area 51: Rescue
All Guns in single player game – Complete Skedar Ruins: Battle Shrine under 5:30

QUAKE 2

Cool Colors
Select 'Single' on the Mode screen and 'Load' on the Game Start screen. When asked to create a game note on Controller Pak, select not to use, then enter "S3TCOOLCOLORS???." An alternate color palette will appear in the game.
Infinite Shots
Select 'Single' on the Mode screen and 'Load' on the Game Start screen. When asked to create a game note on Controller Pak, select not to use, then enter "S3T1NF1N1T3SHOTS." You'll have unlimited ammo in multi-player mode.

EXPENDABLE

Pause the game and enter the following:
Level select – up, down, up, down, up, down, left, right, right, Y
Level skip – Y, Y, X, X, L, R, down, down up, up
More lives – A, B, X, Y, L, R, up, down, left, right
More credits – A, B, left, A, B, right, B, A, down, R
Grenades – down, down, down, down, down, up, up, up, up, R
Shields – up, down, left, right, X, up, down, left, right, Y
Instant win – L, R, L, R, left, right, left, right, Y, X

FLAG TO FLAG: CART RACING

Rainy weather
Hold L + R + Down at the transmission selection screen in Arcade mode. Continue to hold buttons down until the game begins.
Invariant weather
Hold L + R + Up at the transmission selection screen in Arcade mode. Continue to hold buttons down until the game begins.
Disable opponents in Championship mode
To disable an opponent in championship mode, just ram the back of his car. If done correctly, his car's back wing will break, and he'll be unable to go fast until he reaches his pit stop. You must select the 'no collision damage' option for this to work. Otherwise, your car will suffer heavy damage.
Acura NSX Pace Car:
Finish championship mode in first \place with the Honda Team.
Super Speed Mode:
Complete championship mode once.

GUNDAM SIDE STORY 0079

Extra Option
Complete the game on any difficulty setting and save. Then, an "Extra Option" selection will appear on the main menu, containing battle records of your levels and power-up items.

GRAND THEFT AUTO 2



$500,000
Type in 'MUCHCASH' as your name and begin a game. You will now have $500,000 to help you get started.

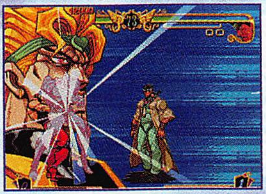


All weapons cheat
Enter the name: BIGGUNS

JOJO'S BIZARRE ADVENTURE



Kid Mode
Defeat at least 15 enemies in Survival mode to unlock Kid mode.
Unlock Dio
Beat the game as Jotaro.



Unlock Evil Dio
Beat the game as Dio.
Unlock Young Joseph
Beat the game as Joseph

LEGACY OF KAIN: SOUL REAVER

Cheat Codes
Pause game, then, while holding the L and R triggers, enter the following:
Aerial Reaver – A, right, up (x2), Y, left (x2), right, up.
All abilities – up (x2), down, right (x2), left, B, right, left, down.
Fire Reaver – down, up, right, up, down, left, B, right, down.
Force Glyph – down, left, Y, down, up.
Kain Reaver – A, B, right, Y, left (x2), right, up.
Maximum health upgrade – right, B, down, up, down, up.
Maximum magic upgrade – Y, right, down, right, up, Y, left.
Open all warp gates – up (x2), down, right (x2), left, B, right, left, down.
Restore health – down, B, up, left, up, left.
Restore magic – right (x2), left, Y, right, down.
Sound Glyph – right (x2), down, B, up (x2), down.
Stone Glyph – down, B, up, left, down, right (x2).
Sunlight Glyph – left, B, left, right (x2), up (x2), left.
Upgrade health to next level – right, A, left, Y, up, down.
Water Glyph – down, B, up, down, right.

SPEED DEVILS



All Cars and Tracks
While playing a game, press B, Right, B, Right, Up, B, Up.
Clean Pause
Press the start button to pause the game, then press and hold down the Y button and press the X button.
Extra money
While playing a game, press A, Right, A, Right, Up, B, A.
Infinite nitros
While playing a game, press Down, Up, Down, Up, A, X, A.
Skip current class
While playing a game, press Down, Right, Down, Right, A, X, A.

TONY HAWK'S PRO SKATER



Stats to 10
Pause the game and hold the L shoulder button. Press X, Y, Up, Down. The screen will shake if input properly.
Stats to 13
Pause the game and hold the L shoulder button. Press A, X, X, Y, Up, Down. The screen will shake if input properly.
Open Everything
Pause the game and hold the L shoulder button. Press B, Right, Up, Down, B, Right, X, Y. The screen will shake if input properly.
Always on Special
Pause the game and hold the L shoulder button. Press A, Y, B, Down, Up, Right. The screen will shake if input properly.

THE HOUSE OF THE DEAD 2

Shoot the cats!
Periodically during the game, you will see a random cat. Shoot the cat, and it will lead you to a bonus item.
Free Play
To access the Free Play in the options menu, beat the Boss mode with all stars.
Infinite Super Ammunition
Successfully complete training mode with a red five-star rating on each stage. Then, infinite super ammunition that kills with one hit will be unlocked.
Score Display
At the Main Menu Screen, press left, left, right, right, right, left, right, and Start. A zero should appear at the top of the screen, and you will now be able to keep a tally of your score.
Napalm Gun
To get the napalm gun, get a perfect head shot on the first three zombies in Stage One. If you're successful, their heads will fly off and a new gun will appear on the ground. Shoot it, and the napalm's yours.
Bonus Room:
To access the bonus room, finish the game without losing any hostages.
Extra Options in Boss Mode:
Defeat and obtain a ranking for all bosses in Boss mode. Emperor and Fight All Bosses options will now be unlocked.

GameShark Codes

GAMESHARK
INTERACT

PlayStation

Armorines Project Swarm

Infinite Health
D00466EC 1023
800466F2 2400

Infinite Ammo (Upon Pickup)
D0046A60 1023
80046A66 2400

3 Infinite Health (Transport)
D005BA88 0008
8005BA8E 2400

ECW Hardcore Revolution

Joker Command P1
D00C6260 ????

Joker Command P2
D00C6264 ????

Joker Command P3
D00C6268 ????

Joker Command P4
D00C626C ????

P1 Codes

Infinite Health
D00E0EC2 8006
800E10B2 0000

No Health
D00E0EC2 8006
800E10B2 00FF

Infinite Time Out of Ring
D0038EC0 0098
800E0FA8 0350

Quick Count-out on P2 (Press Select)
D00C6260 0100
800E2E20 0000

Quick Count-out on P3 (Press Select)
D00C6260 0100
800E4C1C 0000

Quick Count-out on P4 (Press Select)
D00C6260 0100
800E6A18 0000

Can't Be Pinned
D003857C 0128
800E1038 0000

Quick Pin on P2 (Press X)
D00C6260 0040
800E2EB0 0086

Quick Pin on P3 (Press X)
D00C6260 0040
800E4CAC 0086

Quick Pin on P4 (Press X)
D00C6260 0040
800E6AA8 0086

P2 Codes

Infinite Health
D00E2DA2 800E
800E2F2A 0000

No Health
D00E2DA2 800E
800E2F2A 00FF

Infinite Time Out of Ring
D0038EC0 0098
800E2E20 0350

Quick Count-out on P1 (Press Select)
D00C6264 0100
800E0FA8 0000

Quick Count-out on P3 (Press Select)
D00C6264 0100
800E4C1C 0000

Quick Count-out on P4 (Press Select)
D00C6264 0100
800E6A18 0000

Can't Be Pinned
D003857C 0128
800E2EB0 0000

Quick Pin on P1 (Press X)
D00C6264 0040
800E1038 0086

Quick Pin on P3 (Press X)
D00C6264 0040
800E4CAC 0086

Quick Pin on P4 (Press X)
D00C6264 0040
800E6AA8 0086

P3 Codes

Infinite Health
D00E4BA6 800C
800E4D26 0000

No Health
D00E4BA6 800C
800E4D26 00FF

Infinite Time Out of Ring
D0038EC0 0098
800E4C1C 0350

Quick Count-out on P1 (Press Select)
D00C6268 0100
800E0FA8 0000

Quick Count-out on P2 (Press Select)
D00C6268 0100
800E2E20 0000

Quick Count-out on P4 (Press Select)
D00C6268 0100
800E6A18 0000

Can't Be Pinned
D003857C 0128
800E4CAC 0000

Quick Pin on P1 (Press X)
D00C6268 0040
800E1038 0086

Quick Pin on P2 (Press X)
D00C6268 0040
800E2EB0 0086

Quick Pin on P4 (Press X)
D00C6268 0040
800E6AA8 0086

P4 Codes

Infinite Health
D00E69A2 800C
800E6B22 0000

No Health
D00E69A2 800C
800E6B22 00FF

Infinite Time Out of Ring
D0038EC0 0098
800E6A18 0350

Quick Count-out on P1 (Press Select)
D00C626C 0100
800E0FA8 0000

Quick Count-out on P2 (Press Select)
D00C626C 0100
800E2E20 0000

Quick Count-out on P3 (Press Select)
D00C626C 0100
800E4C1C 0000

Can't Be Pinned
D003857C 0128
800E6AA8 0000

Quick Pin on P1 (Press X)
D00C626C 0040
800E1038 0086

Quick Pin on P2 (Press X)
D00C626C 0040
800E2EB0 0086

Quick Pin on P3 (Press X)
D00C626C 0040
800E4CAC 0086

Misc. Codes

Unlock Everything
800B18A0 00FF
800B18A2 1000
800B18A4 FFFF
800B18A6 FFFF

Infinite Creation Points
800680D0 0000

Infinite Move List Space
800607E4 0001

Infinite Health (All Players)
D0039254 01A0
80039256 2400

Can't Be Pinned (All Players)
D003857C 0128
8003857E 2400

Can't Be Counted Out (All Players)
D0038EC0 0098
80038EC2 2400

Super Strength P1
D00E0EC2 8006
800E1108 FFFF

Super Strength P2
D00E2DA2 800E
800E2F90 FFFF

Character Modifier P1
800B5B3C 00??

Quantity Digits to Accompany Character Modifier Code:
0F – Mack Daddy
15 – Gertner
19 – Jeff Jones
1C – Beulah
1D – Mad Goat
1F – Nurse
22 – Tommy Rich
25 – Santoro
27 – Sound Guy
28 – The Sheik
29 – Scull
2A – H Slash
2E – Louie
30 – J Styles
32 – Taz
33 – Trainer
36 – Excel

The Flintstones: Bedrock Bowling

P1 Have All Pins Collected
3007AF9A 000A

P1 Have All Gems Collected
(GS 2.41 Or Higher Needed!)
C207AF9C 0001
3009A29C 0000

P1 Have All Dodo Birds Collected
3007AF9B 0003

P1 Quick Max Score
8007AF80 FFFF

P1 Infinite Gutter Ball Tries
3007AF98 0001

P1 Add Time in Bonus Rounds (Press Select)
D00A5B44 0100
8009A314 03E7

P2 Quick Max Score
8007AFD0 FFFF

P2 Infinite Gutter Ball Tries
3007AFE8 0001

P2 Have All Pins Collected
3007AFEA 000A

P2 Have All Dodo Birds Collected
3007AFEB 0003

P2 Have All Gems Collected
(GS 2.41 Or Higher Needed!)
C207AFEC 0001
3009A29C 0000

P3 Quick Max Score
8007B020 FFFF

P3 Infinite Gutter Ball Tries
3007B038 0001

P3 Have All Pins Collected
3007B03A 000A

P3 Have All Dodo Birds Collected
3007B03B 0003

P3 Have All Gems Collected
(GS 2.41 Or Higher Needed!)
C207B03C 0001
3009A29C 0000

P4 Quick Max Score
8007B070 FFFF

P4 Infinite Gutter Ball Tries
3007B088 0001

P4 Have All Pins Collected
3007B08A 000A

P4 Have All Dodo Birds Collected
3007B08B 0003

P4 Have All Gems Collected
(GS 2.41 Or Higher Needed!)
C207B08C 0001
3009A29C 0000

Level Modifier
8007B668 00??

Quantity Digits to Accompany Level Modifier Code
00 – Gravel Factory
01 – Quarry
02 – Flooded Quarry
03 – Tar Pits
04 – Bonus Level: The Rubble's Backyard Pool
05 – Bedrock Freeway
06 – Crystal Mine
07 – Lava
08 – Rockzilla
09 – Bonus Lane: Water Buffalo Lodge
0A – Zetox
0B – Hidden Lane: Gazoo's Asteroid

Medievil II

Enable Code (Must Be On)
D0098804 023A
80098806 1000

Infinite Health
800F152C 012C

Max Infinite Gold
800F15B4 270F

Chalice of Souls
Full 800EFE88 0064

Infinite Potions
300F1533 0010
300F1536 0001

Enable Dan hand Ability
300F1694 0001

Always Have Chalice of Souls
300EFE90 0001

Enable Cheat Menu
E00D36BD 0001
300D36BD 0000

Enable Big Head Dan
E00EFF1E 0000
300EFF1E 0004

Enable MatrixCam
300EFF29 0002

Infinite Time
D00795FC FFFF
80079602 2400

Max Infinite Antidote
800F1648 1004

Infinite Health-Dankenstein
801C9C9E 00C8

Have All 12 Lost Souls
800F15F4 000C

Have Small Sword
800F155C 0000

Have Broad Sword
800F1560 1000

Have Magic Sword
800F1564 0000

Have Cane Stick
800F1568 0000

Have Pistol & Infinite Ammo
800F156C 00C8

Have Hammer
800F1570 0001

Have Crossbow & Infinite Ammo
800F1574 00C8

Have Flaming Crossbow & Infinite Ammo
800F1578 00C8

Have Axe
800F157C 0001

Have Gatling Gun & Infinite Ammo
800F1580 03E7

Have Infinite Lightning
800F1588 1000

Have Blunderbuss & Infinite Ammo
800F1590 00C8

Have Infinite Bombs
800F1594 001E

Have Infinite Drumsticks
800F1598 0064

Have Torch
800F159C 0001

Have Copper Shield
800F15A0 0096

Have Silver Shield
800F15A4 00FA

Have Gold Shield
800F15A8 0190

The Museum Unlocked & Completed
800E1734 0019

Kensington Unlocked & Completed
800E1754 0019

The Freakshow Unlocked & Completed
800E1774 0019

Greenwich Observatory Unlocked & Completed
800E1784 0019

Kew Gardens Unlocked & Completed
800E17A4 0019

Dankenstein Unlocked & Completed
800E17B4 0019

Iron Slugger Unlocked & Completed
800E17C4 0021

Wulfrun Hall Unlocked & Completed
800E17D4 0019

The Count Unlocked & Completed
800E17E4 0021

Whitechapel Unlocked & Completed
800E17F4 0019

The Sewers Unlocked & Completed
800E1804 0019

The Time Machine Unlocked & Completed
800E1814 0019

Cathedral Spires Unlocked & Completed
800E1844 0021

The Demon Unlocked & Completed
800E1864 0021

Have Cannonball
800F165C 0001

Have Museum Key
800F166C 0001

Have Dinosaur Key
800F1670 0001

Have Scroll of Sekhmet
800F1630 0001

Have Staff of Anubis
800F1634 0001

Have Tablet of Horus
800F1638 0001

Have Pocket Watch
800F163C 0001

Have Town House Key
800F1640 0001

Have Depot Key
800F1668 0001

Have Snakeman Keys
800F15D4 0064

Have Elephant Key 1
800F1618 0001

Have Elephant Key 2
800F161C 0001

Have Bellows
800F15F0 0001

Have Pond Room Valve
800F164C 0001

Have Hothouse Valve
800F1650 0001

Have Water Tank Valve
800F1654 0001

Have Potting Shed Key
800F1660 0001

Have Front Door Key
801F1664 0001

Have Poster
800F15B0 0001

Have Time Machine Piece 1
800F1620 0001

Have Time Machine Piece 2
800F1624 0001

Have Time Machine Piece 3
800F1628 0001

Have Time Stone
800F1644 0001

Have Library Key
800F1610 0001

Have Club Membership Card
800F1614 0001

Have Griffin Shield
800F1600 0001

Have Unicorn Shield
800F1604 0001

Have Beard
800F160C 0001

Mr. Driller

Infinite Air
800CC4CA 2400

Max Score
801F06C8 FFFF

Infinite Lives
8019A598 0003

Stop Timer
800D2CFE 2400

Quick Win
C219849C 0002
801F069C 0000

Unlock All Levels
801983E0 FFFF
801983E2 000F

All Levels Completed & Extra Outfit Unlocked
80198458 FFFF
8019845A 000F

The Misadventures of Tron Bonne

Infinite Zenny/Money
800C85CC FFFF

Infinite Health
800C8620 10F0

Max Health
800C8622 10F0

Time is 0:00:00
800C85C0 0000

Max Zenny/Money
800C85CC 967F
800C85CE 0098

Infinite Time-Mission 1
800C85E4 0000

Infinite Green Apple
300C880C 0063

Infinite E. Bottle 1
300C880D 0063

Infinite E. Bottle 2
300C880E 0063

Infinite E. Bottle 3
300C880F 0063

Infinite E. Bottle 4
300C8810 0063

Infinite Pork
300C881B 0063

Infinite Fish
300C881C 0063

Infinite Apple
300C881D 0063

Infinite Curry
300C881E 0063

Infinite Hamburger
300C881F 0063

Infinite Juice
300C8820 0063

Infinite Cake
300C8821 0063

Infinite Tire
300C8822 0063

Infinite Police Lights
300C8823 0063

Infinite Riot Shield
300C8824 0063

Infinite Comic
300C8825 0063

Infinite Hat
300C8826 0063

Infinite Chicken
300C8827 0063

Infinite Letter
300C8828 0063

Infinite Scallop
300C8829 0063

Infinite Ring
300C882A 0063

Infinite Shell
300C882B 0063

Infinite Lunchbox
300C882C 0063

Infinite Steak
300C8832 0063

Infinite Pig
300C8833 0063

Infinite Rabbit
300C8834 0063

Infinite Cow
300C8835 0063

Infinite Black Stallion
300C8837 0063

Infinite Horse
300C8838 0063

Infinite Birdbot
300C8839 0063

Infinite Milk
300C883A 0063

Infinite Cheese
300C883B 0063

Infinite Yogurt
300C883C 0063

Infinite Ice Cream
300C883D 0063

Infinite Horseshoe
300C883E 0063

Infinite Beef
300C883F 0063

Infinite Pipe
300C8845 0063

Infinite Fireworks
300C8846 0063

Infinite Iron Plate
300C8847 0063

Infinite Lithium
300C8848 0063

Infinite Hi-Density Tank
300C8849 0063

Infinite Bottle Notes
300C884A 0063

Infinite Rusted Tank
300C884B 0063

Infinite Attack Cube
300C884C 0063

Infinite Brain Cube
300C884D 0063

Infinite Speed Cube
300C884E 0063

Infinite Energy Cube
300C884F 0063

Infinite Card Key
300C8850 0063

Infinite Gate Key
300C8851 0063

Infinite Room Key
300C8852 0063

Infinite Blue Crystal
300C8853 0063

Infinite Green Crystal
300C8854 0063

Infinite Pink Crystal
300C8855 0063

Infinite Super Drill
300C8856 0063

Infinite Hyper Drill
300C8857 0063

Infinite Refractor Ore
300C8858 0063

Infinite Finance Book
300C8859 0063

Infinite Beauty Book
300C885A 0063

Infinite Cannon
300C885B 0063

Infinite Paint Set
300C885C 0063

Infinite Poetry Book
300C885D 0063

Infinite Strategy Notes
300C885E 0063

Infinite Design Magazine
300C885F 0063

Infinite Red Head Parts
300C8861 0063

Infinite Old Instrument
300C886A 0063

Infinite Loader Parts
300C886B 0063

Infinite Memento
300C886C 0063

Infinite Bon Parts
300C886D 0063

Infinite Filer
300C886E 0063

Infinite Contact Lenses
300C886F 0063

Infinite Handkerchief
300C8870 0063

Infinite Ancient Pistol
300C8871 0063

Infinite Tank Parts
300C8879 0063

Infinite Bazooka Parts
300C887A 0063

Infinite Gatling Parts
300C887B 0063

Infinite Armor Parts
300C887C 0063

Infinite Search Cannon
300C887D 0063

Infinite Bonne Bazooka
300C887E 0063

Infinite Gatling Gun
300C887F 0063

Infinite Armor
300C8880 0063

Infinite Hard Armor
300C8881 0063

Infinite E. Tank 1
300C8882 0063

Infinite E. Tank 2
300C8883 0063

Infinite E. Tank 3
300C8884 0063

Infinite E. Tank 4
300C8885 0063

Infinite E. Tank 5
300C8886 0063

Infinite E. Tank 6
300C8887 0063

Infinite E. Tank 7
300C8888 0063

Infinite E. Tank P
300C8889 0063

Have All Items
(GS 2.2 Or Higher Needed!)
50000502 0000
300C880C 0063
50001202 0000
300C881B 0063
50000402 0000
300C8832 0063
50000902 0000
300C8837 0063
50001B02 0000
300C8845 0063
300C8861 0063
50000802 0000
300C886A 0063
50001102 0000
300C8879 0063

Max Score in Training (Press Select)
D00C8146 0001
300F2A9A 0063

Vagrant Story

Infinite HP
D011FA2E 8011
8011FA58 03E7
8006006C 03E7

Max HP
D011FA2E 8011
8011FA5A 03E7
8006006E 03E7

Infinite MP
D011FA2E 8011
8011FA5C 03E7
80060070 03E7

Max MP
D011FA2E 8011
8011FA5E 03E7
80060072 03E7

Risk Always At Zero
3011FA60 0000

Body Always Excellent
3012006C 00C8

Score Modifier
8010A460 ????

Max Score
8010A460 E0FF
8010A462 05F5

Chest Count High Score
3005FF38 0034

Right Arm Always Excellent
3011FEB4 00C8

Left Arm Always Excellent
3011FDD8 00C8

Head Always Excellent
3011FF90 00C8

Legs Always Excellent
30120148 00C8

Nintendo 64

Harvest Moon 64

Infinite Money
811FD60E FFFF

Time Of Day Modifier (Minutes 00-3B)
8117027E 00??

Day Modifier
80158260 00??

Belongings Modifier Codes
Slot 1 80189084 00??
Slot 2 80189085 00??
Slot 3 80189086 00??
Slot 4 80189087 00??
Slot 5 80189088 00??
Slot 6 80189089 00??
Slot 7 8018908A 00??
Slot 8 8018908B 00??

A Button Equipped Modifier
8018908C 00??

Tool Modifier Codes
Slot 1 80189075 00??
Slot 2 80189076 00??
Slot 3 80189077 00??
Slot 4 80189078 00??
Slot 5 80189079 00??
Slot 6 8018907A 00??
Slot 7 8018907B 00??
Slot 8 8018907C 00??

B Button Equipped Modifier
8018907D 00??

Item Modifier Codes
Slot 1 8018908E 00??
Slot 2 8018908F 00??
Slot 3 80189090 00??
Slot 4 80189091 00??
Slot 5 80189092 00??
Slot 6 80189093 00??
Slot 7 80189094 00??
Slot 8 80189095 00??
Slot 9 80189096 00??
Slot 10 80189097 00??
Slot 11 80189098 00??
Slot 12 80189099 00??
Slot 13 8018909A 00??
Slot 14 8018909B 00??
Slot 15 8018909C 00??
Slot 16 8018909D 00??
Slot 17 8018909E 00??
Slot 18 8018909F 00??
Slot 19 801890A0 00??
Slot 20 801890A1 00??
Slot 21 801890A2 00??
Slot 22 801890A3 00??
Slot 23 801890A4 00??
Slot 24 801890A5 00??

Infinite Watering Can Uses
8016FBCD 0004

Infinite Fodder Spout (Sheep And Cows)
81180714 0063

Infinite Chicken Feed
80237411 005C

Infinite Lumber
81189E50 03E7

Infinite Stamina
80189060 00FF

Infinite Medals For Horse & Dog Races
81189B06 270F
81205206 270F

Quantity Digits to Accompany Belonging Modifier Codes
00 – Nothing
01 – Weeds
02 – Boulder
03 – Lumber
04 – Moondrop Plant
05 – Pink-Cat-Mint Plant
06 – Blue Plant
07 – Cake
08 – Pie
09 – Cookie
0A – Blue Feather
0B – Pink Liquid In Bottle
0C – Red Box
0D – Turnips
0E – Potatoes
0F – Cabbages
10 – Tomatoes
11 – Corn
12 – Eggplant
13 – Strawberries
14 – Eggs
15 – Milk
16 – M Size Milk
17 – L Size Milk
18 – Gold Milk
19 – Sheared Wool
1A – High Quality Wool
1B – Wild Grapes
1C – Very Berry Fruit
1D – Tropical Fruit
1E – Walnuts
1F – Mushrooms
20 – Poisonous Mushroom
21 – Green Box
22 – Berry Of Full Moon
23 – Medicinal Herbs
24 – Edible Herbs
25 – Small Fish
26 – Fish
27 – Big Fish
28 – Dumpling
29 – Cotton Candy
2A – Fried Octopus
2B – Roasted Corn
2C – Candy
2D – Chocolate
2E – Iron-Ore
2F – Blue Rock

30 – Rare Metal
31 – Moonlight Stone
32 – Pontata Root
33 – Chicken
34 – Chocolate Bar Picture
35 – ???
36 – Blue Egg Shaped Device
37 – ??
38 – Chocolate Bar Picture
39 – Fodder
3A – White Bag
3B – Tan Bag
3C – Green Bag
3D – Red Bag
3E – Yellow Bag
3F – Purple Bag

Quantity Digits to Accompany Tool Modifier Codes
00 – Nothing
01 – Sickle
02 – Hoe
03 – Axe
04 – Hammer
05 – Watering Can
06 – Milker
07 – Bell
08 – Brush
09 – Clippers
0A – Turnip Seeds
0B – Potato Seeds
0C – Cabbage Seeds
0D – Tomato Seeds
0E – Corn Seeds
0F – Eggplant Seeds
10 – Strawberry Seeds
11 – Moon Drop Grass Seeds
12 – Pink-Cat-Mint Seeds
13 – Blue Mist Seeds
14 – Bird Feed
15 – Ball No Picture
16 – Feeding Bottle
17 – ??
18 – Fishing Pole
19 – Miracle Potion
1A – Medicine For Cows
1B – Grass Seeds
1C – Blue Feather
1D – Empty Bottle
1E – ??
1F – Weeds No Picture
20 – Boulder No Picture

Quantity Digits to Accompany Item Modifier Codes
00 – Nothing
01 – Ocarina
02 – Flower Card
03 – Cake Card
04 – Broken Music Box
05 – ??
06 – Old Wine
07 – ??
08 – ??
09 – Book From Library
0A – Scroll To Bury
0B – Marble
0C – Good Luck Charm
0D – Empty Metal Bag
0E – Horse Race Ticket
0F – Dog Race Ticket
10 – Potpourri
11 – Embroidered Handkerchief
12 – Hand-Knit Socks
13 – Lucky Bracelet
14 – Flower Bath Crystals
15 – Stamina Carrot

Perfect Dark

1E Enable Code (Must Be On)
EE000000 0000

Low-Resolution Codes P1 Codes

Have All Weapons
D013EE6F 001E
8013EE70 0007

Infinite Ammo (Right Weapon)
D013EE6F 001E
8013DE5B 00FF

Infinite Ammo (Left Weapon)
D013EE6F 001E
8013E5FF 00FF

Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler, Phoenix, PP9i & CCI3
D013EE6F 001E
8013EDAF 00FF

CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT (9mm), DMC & RC-P45
D013EE6F 001E
8013EDB3 00FF

Crossbow
D013EE6F 001E
8013EDB7 00FF

Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special, AR53
D013EE6F 001E
8013EDBB 00FF

Shotgun
D013EE6F 001E
8013EDBF 00FF

FarSight XR-20
D013EE6F 001E
8013EDC3 00FF

Grenade
D013EE6F 001E
8013EDC7 00FF

Rocket Launcher
D013EE6F 001E
8013EDCB 00FF

Combat Knife
D013EE6F 001E
8013EDCF 00FF

DY357 Magnum & DY357-LX
D013EE6F 001E
8013EDD3 00FF

Devastator
D013EE6F 001E
8013EED7 00FF

Remote Mine
D013EE6F 001E
8013EEDB 00FF

Proximity Mine
D013EE6F 001E
8013EEDF 00FF

Timed Mine
D013EE6F 001E
8013EEE3 00FF

Reaper
D013EE6F 001E
8013EEE7 00FF

N-Bomb
D013EE6F 001E
8013EEF3 00FF

Tranquilizer
D013EE6F 001E
8013EEF7 00FF

Combat Boost
D013EE6F 001E
8013EEFF 00FF

Psychosis Gun
D013EE6F 001E
8013EF03 00FF

All Guns
(GS 3.0 Or Higher Needed!)
D013EE6F 001E
50001604 0000
8013EDAF 00FF

P2 Codes

Have All Weapons
D0140ADF 001E
80140AE0 0007

Infinite Ammo (Right Weapon)
D0140ADF 001E
8013FACB 00FF

Infinite Ammo (Left Weapon)
D0140ADF 001E
8014026F 00FF

Falcon 2, Falcon 2 (Silenced), Falcon 2 (Scope), MagSec 4, Mauler, Phoenix, PP9i & CCI3
D0140ADF 001E
80140A1F 00FF

CMPI50, Cyclone, Callisto NTG, RC-PI20, Laptop Gun, KLOI3I3, ZZT (9mm), DMC & RC-P45
D0140ADF 001E
80140A23 00FF

Crossbow
D0140ADF 001E
80140A27 00FF

Dragon, K7 Avenger, AR34, SuperDragon, Sniper Rifle, K7 Special, AR53
D0140ADF 001E
80140A2B 00FF

Shotgun
D0140ADF 001E
80140A2F 00FF

FarSight XR-20
D0140ADF 001E
80140A33 00FF

Grenade
D0140ADF 001E
80140A37 00FF

Rocket Launcher
D0140ADF 001E
80140A3B 00FF

Combat Knife
D0140ADF 001E
80140A3F 00FF

DY357 Magnum & DY357-LX
D0140ADF 001E
80140A43 00FF

Devastator
D0140ADF 001E
80140A47 00FF

Remote Mine
D0140ADF 001E
80140A4B 00FF

Proximity Mine
D0140ADF 001E
80140A4F 00FF

Timed Mine
D0140ADF 001E
80140A53 00FF

Reaper
D0140ADF 001E
80140A57 00FF

N-Bomb
D0140ADF 001E
80140A63 00FF

Tranquilizer
D0140ADF 001E
80140A67 00FF

Combat Boost
D0140ADF 001E
80140A6F 00FF

Psychosis Gun
D0140ADF 001E
80140A73 00FF

All Guns
(GS 3.0 Or Higher Needed!)
D0140ADF 001E
50001604 0000
80140A1F 00FF

Rayman 2: The Great Escape

Infinite Health
811BC64C 001E

Have All Levels
811F1200 FFFF
811F1202 FFFF

Have All Yellow Lums
811F1182 0005
811F1188 FFFF
811F118A FFFF
811F118C FFFF
811F118E FFFF
811F1190 FFFF
811F1192 FFFF
811F1194 FFFF
811F1196 FFFF
811F1198 FFFF
811F119A FFFF
811F119C FFFF
811F119E FFFF
811F11A0 FFFF
811F11A2 FFFF
811F11A4 FFFF
811F11A6 FFFF
811F11A8 FFFF
811F11AA FFFF
811F11AC FFFF
811F11AE FFFF
811F11B0 FFFF
811F11B2 FFFF
811F11B4 FFFF
811F11B6 FFFF
811F11B8 FFFF
811F11BA FFFF
811F11BC FFFF
811F11BE FFFF
811F11C0 FFFF
811F11C2 FFFF
811F11C4 FFFF
811F11C6 FFFF
811F11C8 FFFF
811F11CA FFFF
811F11CC FFFF
811F11CE FFFF
811F11D0 FFFF
811F11D2 FFFF
811F11D4 FFFF
811F11D6 FFFF
811F11D8 FFFF
811F11DA FFFF
811F11DC FFFF
811F11DE FFFF
811F11E0 FFFF
811F11E2 FFFF
811F11E4 FFFF
811F11E6 FFFF
811F11E8 FFFF
811F11EA FFFF
811F121C FFFF
811F121E FFFF
811F1220 FFFF
811F1222 FFFF
811F1224 FFFF
811F1226 FFFF
811F1228 FFFF
811F122A FFFF
811F122C FFFF
811F122E FFFF
811F1230 FFFF
811F1232 FFFF
811F1234 FFFF
811F1236 FFFF

Have All Yellow Lums
(GS 3.0 Or Higher Needed!)
811F1182 0005
50005702 0000
811F1188 FFFF

Have All Pirate Cages
801F1142 0050
811F11F0 FFFF
811F11F2 FFFF
811F11F4 FFFF
811F11F6 FFFF
811F11F8 00FF
811F11FA FFFF

GS Button For Have All Masks
891F1210 8780

Infinite Time (The Walk of Life & Power)
801F1103 0064

Open Map
810C70F0 FFFF
810C70F2 FFFF

Infinite Air
800F4B91 0096

Tony Hawk's Pro Skater

Have All Tapes
800DDD3C 001E

All Tapes Warehouse
800DDD40 00FF

All Tapes School
800DDD41 00FF

All Tapes Mall New York
800DDD42 00FF

Have Gold Medal Skate Park Chicago
800DDD43 00FF

All Tapes Downtown Minneapolis
800DDD44 00FF

All Tapes Downhill Jam Phoenix
800DDD45 00FF

Have Gold Medal Burnside Portland
800DDD46 00FF

All Tapes Streets San Francisco
800DDD47 00FF

Have Gold Medal Roswell
800DDD48 00FF

Bob Burnquist Have All Tapes
800DDD50 001E

All Tapes Warehouse
800DDD54 00FF

All Tapes School
800DDD55 00FF

All Tapes Mall New York
800DDD56 00FF

Have Gold Medal Skate Park Chicago
800DDD57 00FF

All Tapes Downtown Minneapolis
800DDD58 00FF

All Tapes Downhill Jam Phoenix
800DDD59 00FF

Have Gold Medal Burnside Portland
800DDD5A 00FF

All Tapes Streets San Francisco
800DDD5B 00FF

Have Gold Medal Roswell
800DDD5C 00FF

Geoff Rowley Have All Tapes
800DDD64 001E

All Tapes Warehouse
800DDD68 00FF

All Tapes School
800DDD69 00FF

All Tapes Mall New York
800DDD6A 00FF

Have Gold Medal Skate Park Chicago
800DDD6B 00FF

All Tapes Downtown Minneapolis
800DDD6C 00FF

All Tapes Downhill Jam Phoenix
800DDD6D 00FF

Have Gold Medal Burnside Portland
800DDD6E 00FF

All Tapes Streets San Francisco
800DDD6F 00FF

Have Gold Medal Roswell
800DDD70 00FF

Bucky Lasek Have All Tapes
800DDD78 001E

All Tapes Warehouse
800DDD7C 00FF

All Tapes School
800DDD7D 00FF

All Tapes Mall New York
800DDD7E 00FF

Have Gold Medal Skate Park Chicago
800DDD7F 00FF

All Tapes Downtown Minneapolis
800DDD80 00FF

All Tapes Downhill Jam Phoenix
800DDD81 00FF

Have Gold Medal Burnside Portland
800DDD82 00FF

All Tapes Streets San Francisco
800DDD83 00FF

Have Gold Medal Roswell
800DDD84 00FF

Chad Muska Have All Tapes
800DDD8C 001E

All Tapes Warehouse
800DDD90 00FF

All Tapes School
800DDD91 00FF

All Tapes Mall New York
800DDD92 00FF

Have Gold Medal Skate Park Chicago

800DDD93 00FF
All Tapes
Downtown Minneapolis
800DDD94 00FF
All Tapes
Downhill Jam Phoenix
800DDD95 00FF
Have Gold Medal
Burnside Portland
800DDD96 00FF
All Tapes
Streets San Francisco
800DDD97 00FF
Have Gold Medal Roswell
800DDD98 00FF
Kareem Campbell
Have All Tapes
800DDDA0 001E
All Tapes Warehouse
800DDDA4 00FF
All Tapes School
800DDDA5 00FF
All Tapes Mall New York
800DDDA6 00FF
Have Gold Medal
Skate Park Chicago
800DDDA7 00FF
All Tapes
Downtown Minneapolis
800DDDA8 00FF
All Tapes
Downhill Jam Phoenix
800DDDA9 00FF
Have Gold Medal
Burnside Portland
800DDDAA 00FF
All Tapes
Streets San Francisco
800DDDAB 00FF
Have Gold Medal Roswell
800DDDAC 00FF
Andrew Reynolds
Have All Tapes
800DDDB4 001E
All Tapes Warehouse
800DDDB8 00FF
All Tapes School
800DDDB9 00FF

All Tapes Mall New York
800DDDBA 00FF
Have Gold Medal
Skate Park Chicago
800DDDBB 00FF
All Tapes
Downtown Minneapolis
800DDDBC 00FF
All Tapes
Downhill Jam Phoenix
800DDDBD 00FF
Have Gold Medal
Burnside Portland
800DDDBE 00FF
All Tapes
Streets San Francisco
800DDDBF 00FF
Have Gold Medal Roswell
800DDDC0 00FF
Rune Glifberg
Have All Tapes
800DDDC8 001E
All Tapes Warehouse
800DDDCC 00FF
All Tapes School
800DDDCD 00FF
All Tapes Mall New York
800DDDCE 00FF
Have Gold Medal
Skate Park Chicago
800DDDCF 00FF
All Tapes
Downtown Minneapolis
800DDDD0 00FF
All Tapes
Downhill Jam Phoenix
800DDDD1 00FF
Have Gold Medal
Burnside Portland
800DDDD2 00FF
All Tapes
Streets San Francisco
800DDDD3 00FF
Have Gold Medal Roswell
800DDDD4 00FF

Jamie Thomas
Have All Tapes
800DDDDC 001E
All Tapes Warehouse
800DDDE0 00FF
All Tapes School
800DDDE1 00FF
All Tapes Mall New York
800DDDE2 00FF
Have Gold Medal
Skate Park Chicago
800DDDE3 00FF
All Tapes
Downtown Minneapolis
800DDDE4 00FF
All Tapes
Downhill Jam Phoenix
800DDDE5 00FF
Have Gold Medal
Burnside Portland
800DDDE6 00FF
All Tapes
Streets San Francisco
800DDDE7 00FF
Have Gold Medal Roswell
800DDDE8 00FF
Elissa Steamer
Have All Tapes
800DDDF0 001E
All Tapes Warehouse
800DDDF4 00FF
All Tapes School
800DDDF5 00FF
All Tapes Mall New York
800DDDF6 00FF
Have Gold Medal
Skate Park Chicago
800DDDF7 00FF
All Tapes
Downtown Minneapolis
800DDDF8 00FF
All Tapes
Downhill Jam Phoenix

800DDDF9 00FF
Have Gold Medal
Burnside Portland
800DDDFA 00FF
All Tapes
Streets San Francisco
800DDDFB 00FF
Have Gold Medal Roswell
800DDDFC 00FF
Misc. Codes
Have All Video Tapes
(GS 3.0 Or Higher Needed!)
50000A14 0000
800DDD3C 001E
Tony Hawk-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDD40 00FF
Bob Burnquist-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDD54 00FF
Geoff Rowley-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDD68 00FF
Bucky Lasek-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDD7C 00FF
Chad Muska-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDD90 00FF
Kareem Campbell-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDDA4 00FF
Andrew Reynolds-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDDB8 00FF
Rune Glifberg-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDDCC 00FF

Jamie Thomas-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDDE0 00FF
Elissa Steamer-All Tapes
(GS 3.0 Or Higher Needed!)
50000901 0000
800DDDF4 00FF
Super Max Ollie P1
800D561C 00FF
Super Max Speed P1
800D561D 00FF
Super Max Air P1
800D561E 00FF
Super Max Balance P1
800D561F 00FF
Super Max Turning P1
800D5620 00FF
Super Max Ollie P2
800D5621 00FF
Super Max Speed P2
800D5622 00FF
Super Max Air P2
800D5623 00FF
Super Max Balance P2
800D5624 00FF
Super Max Turning P2
800D5625 00FF
Enable 'Skip To Restart' Menu
800DDB8B 0001
More Misc. Codes
Slow Motion
800DDBA3 0001
Fast Motion
800DDB7B 0001
10x Trick Multiplier
800D543F 0001
Perfect Balance
800DDB83 0001
Random Locations To
Begin When Skipping To
Restart (Career Mode)
800DDB8B 0001

Advertiser's Index

Yet Another Game Boy Advance Delay

Japanese newspaper "The Nihon Keizai Shimbun" has reported that the Game Boy Advance will not make its August release date in Japan. A shortage of LCD screens is still rumored to be the cause of the delay, and the unit is now expected to be released sometime in December. There's still no word concerning a firm U.S. launch date for the GBA, either, though sources close to Nintendo expect a summer 2001 release.

First PlayStation 3 Details

Those that want to get a jump on saving some cash for Sony's next, next machine, listen up... According to online reports, Sony just recently secured the PlayStation 3 logo and trademark. Sad news, though... It appears that the PlayStation logo will not change; the number two will simply be replaced with the number three.

Irimajiri To Resign As SOJ President?

Bad news, Sega fans... Word out of Japan indicates that Shoichiro Irimajiri will resign his post as president of Sega Enterprises, allegedly to shoulder the blame of the Dreamcast's poor sales in Japan. Word out of Japan also alleges that CSK chairman Isao Ohkawa will take over Irimajiri's duties, and Irimajiri will become Vice Chairman of Sega (to concentrate on design and development of a new console).

Anarchy Does Not Rule on N64

Acclaim turns its back on the Nintendo 64 once more... *ECW: Anarchy Rulz,* the grammatically challenged 'rassler, will not be headed to the N64, according to the superpublisher.

Guess you'll just have to buy a Dreamcast, PlayStation or Game Boy Color if you want to play *Anarchy Rulz.* Then again, if the final product is anywhere near the "quality" of the first *ECW* title, perhaps we'll be O.K. after all.

Euros Get Chu Chu For Free

Sega Europe announced the launch of Dreamarena Ltd. (which is basically the European form of SegaNet). Dreamarena Ltd., a wholly owned subsidiary of Sega Europe, has been created to develop the online activities of Dreamarena, Sega Europe's online portal. To date, Dreamarena is the fastest growing online gaming portal, with more than 250,000 registered Dreamcasters. Dreamarena Ltd. intends to double this in time for Dreamcast's first European anniversary on October 14th, 2000.

J.F. Cecillon and Kazutoshi Miyake, Sega Europe's Chief Executive Officer and Chief Operating Officer, are the driving forces behind this bold and exciting move, and will become Dreamarena Ltd.'s chairman and vice-chairman. A strong lineup of additional key executives will be announced shortly.

The announcement also coincides with the confirmation of the forthcoming release of Europe's first online console game, *Chu Chu Rocket*, on June 9, 2000. SOE hass announced that customers that have registered with the Dreamarena service will receive *Chu Chu Rocket* for free. Let's hope Sega of America follows through with a free game offer here in the good ol' U.S. of A.!

E.T. Phones Consoles and PCs

After a sad showing in Progressive's auto insurance commercials, E.T. is returning to your living room... NewKidCo, the good folks behind the *Elmo* letter and number games, have scored the license to Spielberg's so-ugly-he's-cute alien. The multi-year deal gives NewKidCo the rights to bring E.T. to every console under the sun (Dreamcast, Dolphin, PlayStation 2, etc.), as well as the PC.

Paper Mario Gets A Japanese Date

Paper Mario, the psuedo-successor to *Super Mario RPG*, has finally recieved a release date for Japan: August 11th. The game will retail for 6800¥, the common price for N64 software in the Land of the Rising Sun.

Paper Mario is on track for a December 26th release in America; to see new screens of the 2D RPG, follow the link below.

MDK Armageddon for the PS2

Interplay's "Digital Mayhem" publishing division has just announced its plans to publish BioWare's upcoming *MDK Armageddon* for the PlayStation 2 sometime this winter... *Armageddon* will be the natural follow-up to the company's previous hits, *MDK* and *MDK 2* (recently released on the Dreamcast and PC).

No details have been released on the title's story line or gameplay changes (beyond the customary "More X, more Y, more Z!"), but Bioware's anxious to explore the PS2 platform. "We're very excited to be able to bring this to the PlayStation 2," said BioWare Joint CEO Greg Zeschuk. "It's exactly what the doctor ordered. No pun intended."

Sega To Accept New Dollar Coin in Arcades

The new golden dollar is rapidly coming into production, and Sega has announced that it'll be the first major arcade company to accept the new coin in its arcade titles. In fact, if you take a closer look at *18 Wheeler American Pro Trucker Standard*, you'll notice a slot for the dollar coin. "Widespread acceptance and consumer utilization of the dollar coin will have a dramatic and very positive influence on the earnings of coin-op games," said Sega Coin-Op President and COO Alan Stone. "It's happened in every other industrialized nation that introduced a similar type of dollar coin into their currency. There's no reason to expect it won't happen in America as well." Sega's future arcade titles will also accept the new golden dollar coin.

The Swedish Love Their Pokemon

Grammys? Blah! Oscars? Only if you're overly affectionate with your brother... The real winner, *Pokemon*, received the greatest honor known to man at the first ever Swedish Game Awards (Spelgalan 2000) in Stockholm. *Pokemon* for Game Boy Color took home an FIA award in the Peoples' Choice category, proving that it's fun to "catch 'em all" in any language, and that Swedish people have the wackiest names for award shows.

Game Boy Color Outsells the PlayStation 2

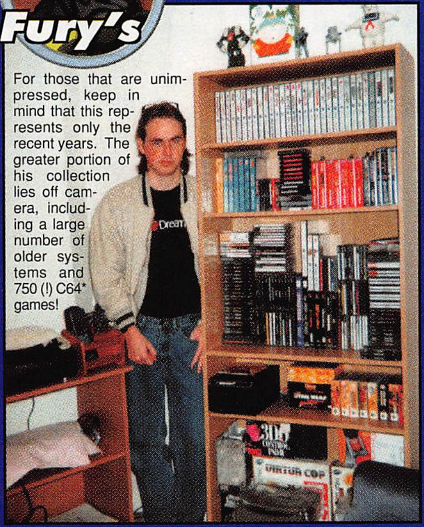
Japanese newspaper "Nikkei Daily" reports that the Game Boy Color has overtaken the PlayStation 2 in weekly sales in Japan, knocking the PS2 from the top position it's held since its release on March 4th. Has Japan's love for Sony's next-generation system worn thin? We'll keep you updated!

Major Store To Ban Violent Games

In an effort "to reduce our culture of violence," the Illinois Attorney General's Office issued a press release praising Montgomery Ward's recent commitment to stop selling ultra-violent M-rated video games. "I thank Ward's for doing its part to keep these ultra-violent games out of the hands and, ultimately, the minds of young people," stated Illinois Attorney General Jim Ryan. "We all have to do our part to muffle the drumbeat of violent imagery that bombards our youngsters every day in this state and nation."

Montgomery Ward has stores in thirty-two states, and the policy is effective immediately. Last month, Attorney General Ryan conducted a statewide sting operation on thirty-two stores, all of which sold M-rated violent games to children without argument. Ryan then sent out letters asking video game retailers, including Babbage's, Best Buy, Circuit City, Sears, K-Mart, Target and Wal-Mart to enforce the ratings. Attorney General Ryan is set to meet with some of these retailers on May 24th to further discuss rating system enforcement.

Fury's Tales Of The Hardcore



For those that are unimpressed, keep in mind that this represents only the recent years. The greater portion of his collection lies off camera, including a large number of older systems and 750 (!) C64* games!

*That means Commodore 64, in case you didn't know...



$???.00

HARDCORE METER

SUBJECT: Brendan Randall

USELESS ITEM: All the systems he owns which are NOT in the picture.

NO. OF USES: Infinite. But you think he still plays them?

Over the years, your typical hardcore gamer generally amasses a pretty well rounded gaming collection. But every now and again, you just might encounter an enthusiast (other than ECM) whose managed to land such rarities as a PC Engine LT or a near mint copy of *Alien Soldier* on Mega Drive. Now, while it's true that those items might secure a certain degree of bragging rights, the real fun is having the nerve to display your trophies in one glorious gaming shrine. Forget what chicks will think when they see your wall of fame (let's be honest here, chicks, your room... likely story), all your consoles must be displayed in perfect order... exactly 2.5 centimeters from each other (Saturn games at the top, of course). And please tell me you've secured the boxes and manuals for each of your games!

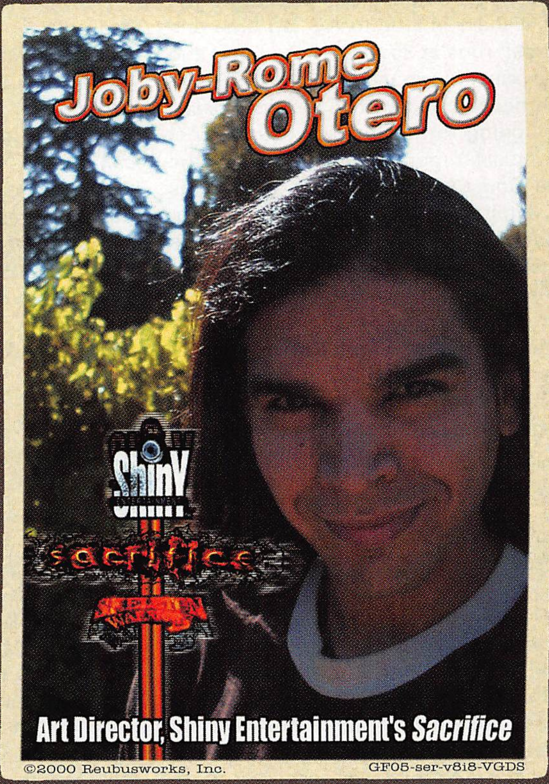


That's what brings us to this guy: Brendan Randall understands the need to showcase his precious gaming trappings in precision order. "Hardcore bastich!"

SETTING THE RECORD STRAIGHT

"Stick with GR Online to get the information to you accurately, and more importantly, FIRST."

Statements like this damage the credibility of the Internet as a source for news. Yet sadly, thinking like this is all too prevalent on websites. Got a chance to break a story? Do it! Who cares if it's not true at all, we said it first! Granted, timeliness is important... but when it outweighs accuracy, we feel it's time to say something and set the record straight.



Joby-Rome Otero

Art Director, Sacrifice — **Shiny Entertainment**

Hobbies: Making noise on any instrument I can get my hands on—recording it—mangling it. Reading Science books. Painting. Hiking.

Some of my highlights from the past decade were:

Meeting Syd Mead and talking to HR Giger when I was at Cyberdreams. Those guys have probably influenced more game artists than anyone else. Both have interesting and unexpected personalities.

Working with Kyle Freeman at Novalogic. He's one of the truly brilliant people I've come across. I don't know how well he fares with the rest of his life, but when it comes to game programming he is fantastic. We really got along well and sparked each other's imaginations. We didn't often agree, but we certainly had a healthy mutual respect. Working with Martin Brownlow (lead programmer on Sacrifice) and everyone else on the *Sacrifice* team is a lot like that too.

Shipping *Skeleton Warriors*. Yes, it certainly wasn't the best game ever, but it was one of the first Playstation and Saturn games. More importantly for me, it was the first game I made that I really put my stamp on. Being part owner of Neversoft meant that shipping this title really gave me an extra sense of accomplishment.

Those Neversoft guys are really talented and have been off without me. I would probably not have taken on something like *Tony Hawk's Pro Skater*. The weird thing is that it turned out to be one of my favorite games of last year. Shows ya how much I know. :-)

Its funny how much a game development team is like a family. But it's a family that you choose to be part of. You have to find just the right mix of folks.

Starting up at Shiny. I had known some of the guys there for awhile from when I was at Neversoft. I always had a lot of respect for Shiny, especially the style of the company. Few companies have an unmistakable style that marks every game. Shiny has that because of the people it attracts. They are individuals that would make games even if it didn't make a buck. They are passionate and want to entertain folks in ways they've never seen before. It's the sense of "newness" that folks seem to respond to from Shiny. It's this that gives Shiny its trademark style. It's also what forces Shiny to do something different with each game. What other developer goes from platform game to copter simulation to third person shooter, to strategy game all in less than five years?

I've been making games since I was nine or ten (1980), starting with programming and doing art on a Commodore PET. I also worked on TI99/4a, Atari 400, 800, Vic20, TRS80, C64 (still my favorite), Atari ST, Amiga, then the PC, among others. It was a nice time to start because you really had to make everything yourself, including the art programs. Luckily, there were already lots of nice programming languages available: Forth, cartridge-based assemblers, Fortran, Basic, Pascal and so on. I tried a lot of them trying to find the easiest one so I could concentrate on art & animation. That's why today I'm an artist instead of a programmer. :-)

10 years later, I was lucky enough to start my professional game career at Cyberdreams working on a PC based, side-scrolling, action game called *Evolver*. *Darkseed* (a PC graphic adventure based on the art of HR Giger), *Darkseed* (Amiga) and *Cyberrace* followed.

In summer 1992 I left to join Novalogic. There I worked on *Armored Fist*, *Comanche 2*, *Blackfire*, *Iron Hammer* (for Sega VR), *Wolfpack* CD, *Liquid Metal* (a voxel based, off-road, combat, racing game), *Hard Wired* and others.

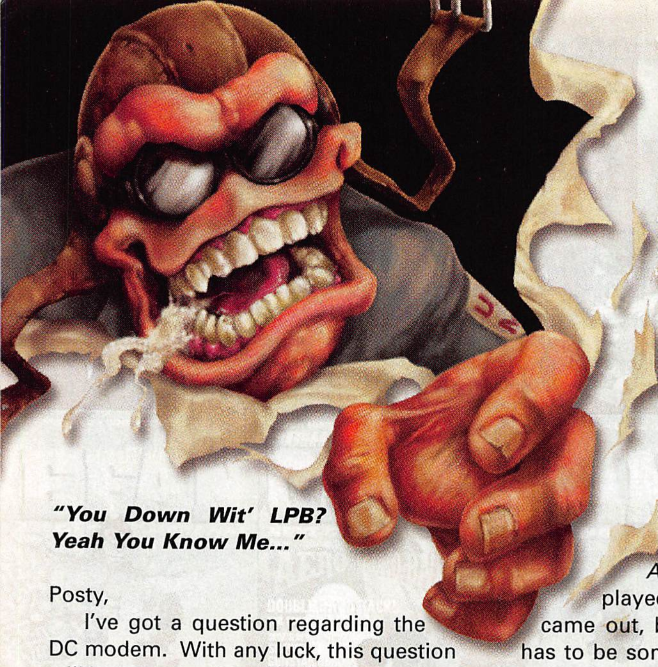
I moved to Neversoft Entertainment in late 1994. I became a partner shortly after and helped run that company for 3 years while learning about many things outside of day-to-day game development. While there I worked on *Skeleton Warriors*, *Ghost Rider*, *Exodus* and others.

In 1997 I joined Shiny Entertainment and have been primarily focused on *Sacrifice*, which is Shiny's first multiplayer effort. I'm responsible for guiding the basic look of *Sacrifice* and for creating many of the individual in-game elements. I also "get" to do a lot of day-to-day management stuff.

Like many ego-driven game developers, I recently took the opportunity to make a fool of myself while giving a speech at GDC (Game Developer's Conference). That was a lot of fun. You really don't know how well you know a subject until your nerves lock up and you can't read the speech you prepared. Then you have to improvise your way through an hour of fairly technical topics. Luckily, I had *Sacrifice* on my side to keep the audience from throwing fruit. :-)

THE POSTMEISTER

Write to me, I'm running for president!!!
The Postmeister
6301 DeSoto Avenue Suite E
Woodland Hills, CA 91367



"You Down Wit' LPB? Yeah You Know Me..."

Posty,

I've got a question regarding the DC modem. With any luck, this question will be important enough for you to answer, being that you have yet to do that, and my questions forever go unanswered. Maybe this time? Anyway, here's my question...

I heard that *Quake 3* is coming to the DC, that there is little to NO lag time and that it still runs at 30 fps. That's good and all, but I can only connect at 31-33 BPS, and I have horrible lag with *Chu Chu Rocket.* What's going to happen with *Quake 3?* I know it has far more going on in it than the simple *Chu Chu Rocket* does, and it has more detail. Do I stand a chance of fragging anybody if my connection speed is so dang slow? How can I fix it? I live in an apartment building, so I know I can't do a whole lot on my own as far as fixing the problem. Posty, you gotta help me (and others like me who no doubt get screwed by this on a normal basis)! I want to play over the network, but not if I can't connect fast enough and I stand to get my butt kicked left and right because of it.

Sincerely,
Dennis Kolm

Dear Dennis,

Unless you're going to get a better connection, be prepared to get whooped at everything. Quake 3 *(and many of the Sega.net titles) will run quite well over the Internet, but any PC owner will tell you that if you have a crummy connection, it doesn't matter. You'll grow to use the term LPB (Low-Ping Bastard) quite fast...*

You're Looking For A What?!

Hey, what's up, Posty,

GameFan is the best magazine on the market today. I have a little bit of a problem for you guys, though. For about a month now, I have been looking for (now, don't laugh) an Atari Jaguar. I have called all over my area, and I can't find anyone or any sites except for a few kind of untrustworthy sites that carry them. I was wondering if you guys could let me know of any possible sites you know?????? If you're wondering, I want to play *Aliens Versus Predator*... I played it when the Jaguar first came out, but now I want one. There has to be some way to get it. I use your movies and reviews to buy all of my video games. You guys have helped me make some hard decisions. You guys rock, and your site and magazine do, too.

peaceout
Jared Cunningham

Jared,

eBay is always a good choice, but you can also scrounge one up at www.goatari.com or www.vglq.com. Don't be embarrassed about wanting a Jag, either. There were some pretty cool games on that system.

American Mediocrity Theory #1

Dear Posty,

I am so sick of people whining about wanting the hard-core games from Japan—then, when they come out, they don't buy them. Look at *Devil Dice*—excellent game, sorry sales. Is the world of gaming so polluted by big-name franchises that they fail to realize the difference between a good game (*VOOT*) and a cash run (*FF8*)? If they want hard-core games in the future, they have to buy the ones that are out now. Sorry for ranting, but I had to get that off of my chest. A self-inflicted STB should calm me down... GameFan is the best. I mean that, I'm not sucking up. Keep up the good work. Bye...

Chris Wigfall

Dear Chris,

ECM recently ranted about the same thing. It is a sad truth that the reason these garbage franchises continue to dominate the market is that the average gamer doesn't know any better... We hard-core fans are guilty as well, because we often fail to buy the best games available (like Devil Dice, Tobal No. 1 *and* Final Fantasy Tactics*); there is no justice!*

"...And The Imagination Deficit Syndrome Poster Child Is..."

Dear Posty,

I've got to know why games don't have R-rated material? I'm not talking real weird stuff here, but why don't games show some T & A? Just at certain parts, I mean, not walking around topless through an entire level or game. It's just that people should show a little more cleavage. Stop with the stupid 'E' through 'M' ratings, and do it the way that movies are rated. Or am I the only guy who wants to see Lara Croft naked?

Dustin
knight1012@mailcity.com

Dustin,

Well, 'M' is supposed to mean 'R.' I'm not sure if it's a copyright issue, but I am sure that game makers are not allowed to incorporate the MPAA's rating system (though a universal parental guidance system would seem to make sense). On another note, while I fear the concept of seeing the digital Lara naked, seeing the human model would be very high on my list. Keep in mind, however, that including nudity in a game would likely eliminate a large number of young game-buyers.

American Mediocrity Theory #2

Dear Posty,

It has recently come to my attention that the gaming industry is bigger than it has ever been before. Yet did we pay a price along the way? Games today are equipped with the latest in 3D glitz and graphics in the hopes of being that "trillion-seller." Frankly, it sucks. I have watched enough crap like *Tomb Raider: Lara's Search for the Golden Panties* be churned out and still sell. In fact, after hearing about *Superman 64*'s sales, I sat for a while and wondered... Granted, there are some very good games that are put out these days, but they don't get the recognition they deserve. When I read that a "skill" game such as *Strider 2* has been blown off in Japan, there is definitely something wrong. When titles like *Broken Helix* (I swear I'm only one of five that liked that game), *Virtual On, Silhouette Mirage* and *Castlevania* are overlooked because they aren't "flashy" or don't run on the overblown "Car Combat" engine, I begin to worry. In fact, I want to issue a challenge to everyone out

Tangram is going to be released soon (if it isn't out now). Buy this game and spend an hour on it. I promise it has more depth than most of the "hard-core" fighting games out there. If you don't buy it, then I laugh at your taste in games, and may you earn the title of "miserable mound of dung!!" You can keep buying your glitzy updates with two extra levels, and I won't say a word, if you only sit down with this title. If this industry is going to keep churning out sequels with no depth, I am going to have to take up a new hobby. Maybe sequels with NEW ENGINES??? Thank you for your time, and please, save me from this 3D prison of pain and agony.

David Wood

David,

We empathize. The video game industry is rapidly falling into step with its cinematic counterpart. And, like movies, we will see more drivel that is aimed at the mainstream audience. The concept of making it appeal to a wider market is glaringly obvious in many of today's games, and will do considerable damage to the industry. But, if the game industry truly mirrors that of the movies, hopefully there will also be some sort of indie surge that brings the niche game back into the mainstream.

Another Reader Pulls A Fury?

Dear Posty,

I'd like to exalt myself before your postal wisdom before I begin my rant. I've been an avid reader of your mag since Day One, and I come before you now with a few q's... First, what in your opinion would be the better purchase? Should I "pull a Fury" and buy a PS2, or ignore it? I've never been a fan of Sony, and I don't want to drop 300 bucks on a system I don't even need, but since you've seen the software lineup, I want your opinion. Second, have you heard anything about *Smash Bros. 2*? I've played that game to death, and have been waiting for a sequel (preferably one with more villains). Long live GameFan!

Tyler Gormley

Tyler,

It isn't such a bad idea to pick up the PS2. Right now, there is little worth playing, but you can bet that there will be some stellar titles in the year to come. Unless you want to "pull a Fury" and buy the import now, though, you're going to have to wait until October—and getting out of the store is going to cost you a helluva lot more than 300 bucks. But if you're looking to play some kick-ass games right now, I urge you to get a Dreamcast. Some of the coolest, most original games to date are currently available for the system.

As for your second query, considering how well Smash Bros. *sold, I'm pretty sure a sequel will show up sooner or later. We've actually heard rumors to that effect, but nothing's been confirmed as of yet. I wouldn't expect a sequel, though, until the first nears the end of its sales peak.*

But, I'd like to make a suggestion as to where to invest your cash: Buy a dictionary, and look up the word "exalt," then flip on over to the P's and check "prostrate." But, have no fear of Postal retribution. I knew what you meant.

starr warz is fer idjit amerakins

Posty,

greetings, when will people understand anything with a star wars game will only sell to idiots? that idiot, that average gamer is the one who'll buy star wars jedi power battles. while he's an idiot and playing american garbage, I have beat battle mode in code veronica. no wonder they lover the price of episode one for psx, it isn't selling at all. but why must they buy anything with star wars name on it? could it be it is a part of the so-called "american culture" that I hate so much?

jose martinez

Jose,

You're not from around here, are you?

Final Fantasy III

At a distant time, in a fantastic place,
Kefka ruled over time and space.
His power was second to only Leo and Celes,
needless to say he was a bit jealous.
But he and his Emperor had made a pact,
twas power of *espers* they would jointly contract.
"Find the espers, bring them to me."
These Emperor's orders were given to thee.
"Kill them all, let god sort 'em out!"
Frequently these words came forth from his mouth.
Figaro he burned, *Thamasa* he trashed,
machine-riding soldiers he used to lash.
The strong he made soldiers, the weak he would prod,
deception of his Emperor made him a god.
God for a year, that was his reign,
oh, by the way, did I mention he's insane.
Destruction of precious lives was his indulgence,
all who opposed him met the light of judgements.
A monument to non-existence he wished to create,
but his plans for this came about just too late.
A group of fourteen, very bold, very brave,
invaded his home and sent him to his grave.
Apocalypse ensued unlike any other... this is why he is my brother.

Before the time of Kefka's terror,
the water of Doma had a slight error.
Cyan, retainer to his family's liege,
had just protected the kingdom from Imperial siege.
His body and soul were in perfect zen,
with the courage and strength of one hundred men.
All seemed tranquil, but dark turned the skies,
all the people in the kingdom had dropped like flies.
His family had died on this poisoning day,
so he drew up his sword and said "Kefka must pay."
He had the chance to rejoin them on the phantom train,
But the sight of them had caused just too much pain.
He terrorized the Empire to unbelievable ends,
and along the way he met a few friends.
He rallied together with the *Returners* at *Narshe*,
he made a stand with them and the battle was harsh.
He gathered his allies to end the Empire,
and all came down in a blazing fire.
But not by his hand for the espers attacked.
it was rational thought they had suddenly lacked.
Cyan then arrived at Kefka's domain,
and when he left the evil was slain.
Yet the memories of his family would forever hover... this is why he is my brother.

A suave person, with an inventive mind,
King Edgar of Figaro was quite a find.
When his father died he had two fruits of his loin,
Kinghood or freedom was decided by a flip of a coin.
An inventor of tools, designed his own castle,
helped save the world, "Really, no hassle."
It all started one day when before him a girl was brought,
refuge from the Empire was all that she sought.
Kefka came looking as soon as the escape was learned,
when Edgar refused to hand her over, his castle was burned.
Edgar narrowly escaped with the girl and Locke on *Chocobo* back,
they soon discovered of her magical knack.
To the Returners he went and helped to lead,
onward to Narshe, and for their aid he would plead.
After much convincing they decided to help,
but an Imperial blow they were suddenly dealt.
The Returners and Edgar had managed to hold out,
and to the cave of an esper they quickly set route.
But he could not stop it when Kefka's day came,
still a new kingdom of Figaro he was able to claim.
He rose to the challenge along with his sibling,
and set Kefka afire like a sack of kindling.
His kingdom went on longer than any other... this is why he is my brother.

Comes like the wind and leaves just the same,
the spirit of Shadow was furthest from tame.
A mercenary for hire but he was heavily priced,
yet for his assassin skills many would be enticed.
He roamed by himself but it wasn't always that way,
his name once was Clyde to whom thievery was play.
He raided the Empire and amassed quite a fortune
along side his friend to whom he shared a portion.
They fared very well until tragedy struck,
during an escape they ran out of luck.
His friend had been wounded and near his last breath,
he pleaded with Clyde to bring him swift death.
He could not comply with the chilling task,
so he went on alone behind his Shadow mask.
An emotionless soldier who went to the highest bid,
his targets would be man, woman, or kid.
But he was not aware of his legacy at home,
a child with no parents named Realm was alone.
After a great catastrophe he was believed to be dead,
only to right Kefka's wrongs would his blood finally run red.
He aided the righteous as an act of repent,
and did so without a mention of payment.
When all was done his face he would uncover... this is why he is my brother.

—Keith C. Smith


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